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APRIL 1983 NUMBER 62

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

GLOBBO: A COMPLETE GAME FOR THE BRAVE OF HEART

BASIC *OGRE* STRATEGY

TROLLPAK REVIEWED

CHAINSAW COMBAT IN *TRAVELLER*

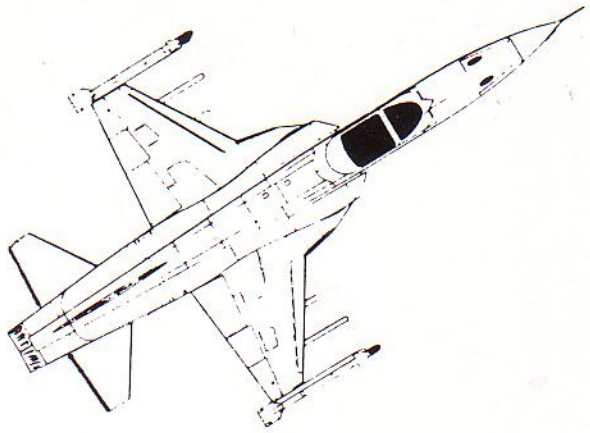
ANNUAL GAME INDEX

VILLAINS & VIGILANTES REVIEWED

AND 6 PAGES OF REVIEWS

DAVID MARTIN

STRATEGIC CONFLICT



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THE SPACE GAMER

NUMBER 62 — APRIL, 1983

It's April again, and we have a little foolishness to complement a foolishness-packed month.

Our chief lunacy is this issue's complete game: *Globbo.* There's these hideous exploding biting kids, see, and a cheerfully murderous Playroom Assassination Device, and — well, you'll just have to look it over for yourselves. Also included is a promotion for the Famous Game Designers' School, where you learn how to Make It Big in the game design business. However, we hold ourselves free of any responsibility if you follow the advice in the article . . .

More straightforward text comes in the form of advice for intimidating puny humans with the Ogre, plus featured reviews of Chaosium's *Trollpak* and FGU's Revised *Villains & Vigilantes.*

And there's a surprise in this issue's *Counter Intelligence* column (page 31). This is no April Fools, folks — you can take it seriously . . .

—Aaron Allston

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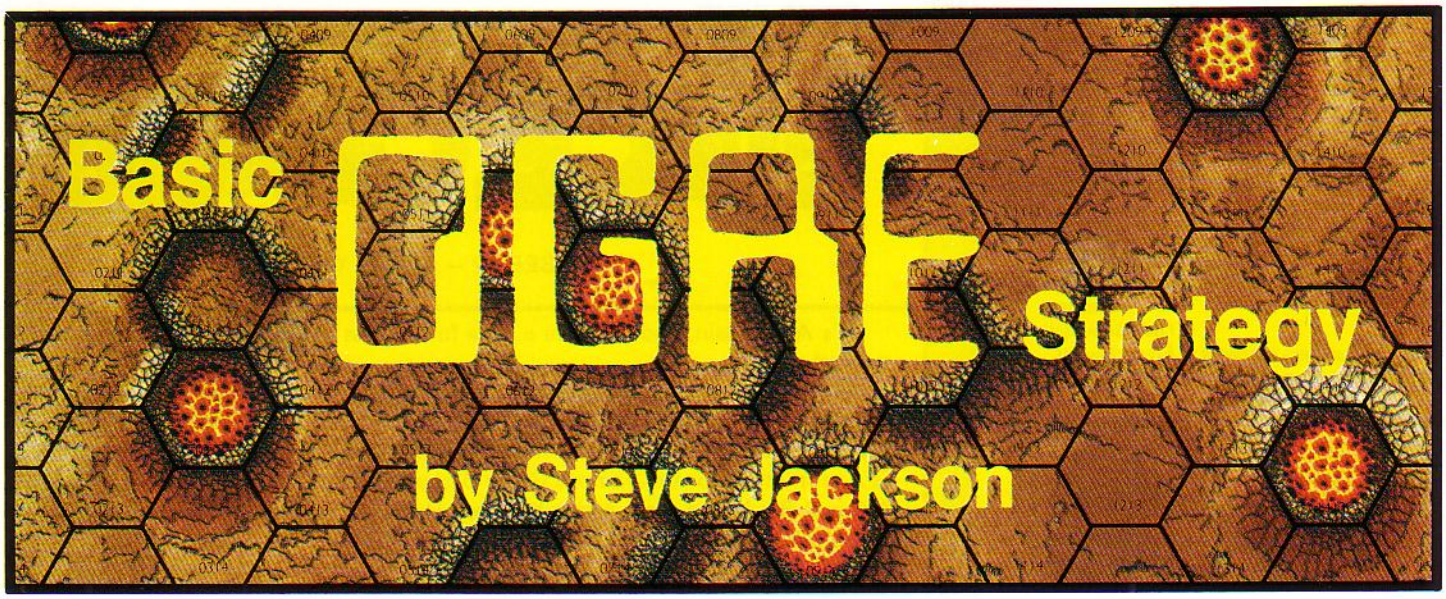


It's probably bad manners for me to admit this . . . but *Ogre* is still one of my favorite games. And I *know* it's bad manners for me to say *this,* even though it's true: I very rarely lose. Every so often I get to play a demonstration game at a convention and, much more often than not, I walk all over the other guy. *Especially* if I get to play the Ogre.

I'd like to think this is raw talent coming to the fore, but a much likelier explanation is that I've played the game ten times as often as the other fellow. Practice may not make perfect, but it certainly helps – *especially* with the Ogre. Some of the best tactics for the killer robot aren't obvious.

The Ogre's obvious advantages, of course, are its tremendous firepower and its near-invulnerability. Its less-noticeable advantages (the ones that your opponent may not be ready for) are its ability to pick its entry point and to set the pace of the game. In spite of appearances, the Ogre needs *all* its advantages. Against a competent defender, the Ogre that simply bulls toward the command post, mindlessly shooting at everything in range, will lose.

Choice of Entry

This is your first decision. If your opponent is smart, he will have set up his command post as far back as possible. It'll probably be centrally located. Wherever it is, you should probably enter in a fairly central location. Exception: If the CP is set up in one corner, with a tight knot of defenders around it, you should enter in the *far* corner, maximizing the travel time to the CP, to tempt the defender to "unknot" and split his force.

Once you enter, you don't have to move in a straight line. The Ogre is powerful, but it shouldn't behave like a mindless juggernaut. Its mobility is better than many of its foes, and as good as all the rest except those pesky GEVs. By jinking back and forth a few times as it moves in, the Ogre can get an unskilled defender badly snarled up, and keep even a skilled defender from laying a trap. In some circumstances, you can lure your foes out toward the unobstructed end of the board, back up, and then charge right past them. If you are still moving at 3, they may never catch up!

Sideslip

A corollary of the "jinking" trick is the tactic of slipping toward the side of an enemy group. Faced with (for instance) a dozen heavy and missile tanks, the Ogre can do two things. It can charge into the middle of the group. If it has enough guns left, it may kill half the defenders; the other half will counterattack on their turn, and do serious damage. A likely result from six tanks attacking is two Ogre guns lost. This doesn't seem like much, but it adds up!

So . . . what does the smart Ogre do? Not retreat – just sideslip. Instead of moving toward the center of the enemy group, the Ogre goes toward (or past) the edge. It then attacks as many enemies as possible. Having fewer targets, it scores fewer kills – maybe only two or three. But few or *none* of the surviving enemy will be able to counterattack! True, not every defender will let you do this more than once. But even once in a game can give you an edge. And as long as your enemy is willing to feed you units a few at a time, you might as well take them. Your ammo is free, but you can't replace your guns. Which leads us to a very important principle –

Divide and Conquer

Whenever you can, you should seek to engage only part of the enemy's forces. He, in his turn, will seek to concentrate his force against you. Some cases:

(a) Faced with a defense built around the protective "umbrella" of two or three howitzers, hang back for the first few moves, jinking even more than necessary. Give those defending units time to come to you. If they do, you've split the force into "fast" and "slow." If you can deal with the faster units *outside* the howitzer umbrella, you'll avoid taking unnecessary hits.

(b) Another point when dealing with a howitzer umbrella: study it! If the opponent has carelessly divided his own forces by leaving a gap in the coverage – a row of hexes covered by only one howitzer, or even a path around the edge of the umbrella – use it!

(c) If the opponent takes no howitzers at all, "divide and conquer" is still important. Hang back as before, and encourage his fast units to come out to meet you. A player that doesn't believe in howitzers will often choose a very large number of GEVs. You *must* deal with these while you still have both movement and guns; your first objective should be to wipe out GEVs, even it it means moving sideways or backwards to pinch off isolated units. As long as the enemy thinks you're more interested in the CP, he may put GEVs behind you; you can shock him badly by turning around and wiping them out.

(d) In the endgame, when your Ogre's speed is down, you no longer control the pace of the game. This is the time for the Charge of the Extremely Heavy Brigade – grinding toward the CP. But this doesn't mean you must ignore enemy units. Quite

to the contrary – sometimes it's best to sacrifice a hard-won hex of distance if it lets you destroy an incautious enemy. The slower you're going, the more turns each enemy unit has to put further damage on you, and the more advantage you can get by destroying it early. The ultimate example: Faced with a howitzer some distance away from a CP, but covering that CP, the slow Ogre should probably aim for the howitzer first! Once it's destroyed, the Ogre can make its way to the CP in peace. If the CP is the first target, the howitzer may have enough time to destroy the Ogre totally. (Of course, if it looks like you may not last more than a few turns anyway, go for the CP first!)

Proper Use of Missiles

There is no "one best target" for your missiles. My only rule is – don't let the enemy destroy them! Some players believe in keeping a few missiles back as a threat. I don't think that's a good idea. Consider: It will probably take two or three shots to destroy a missile. But a properly-used missile will destroy its target every time – and that target will then fire *no* more shots. What do I mean by "properly-used"? Either fire it at a low-defense unit like a CP or HWZ, guaranteeing a kill, or hit a unit in the Ogre's line of march, so disabled units can be finished off next turn with gunfire or ramming.

Target choice must be ruled by tactical position. If several units are advancing from within a howitzer umbrella, you may want to salvo all your missiles at once and fry the closest half-dozen. (If your opponent argues that you can only fire two missiles per turn, he's right – according to the first-edition rules. The second and third editions dropped this limit.) If, on the other hand, the enemy units are coming a few at a time, you don't need to use your missiles as soon. And if all the enemy units are hanging back at the edge of the howitzer umbrella, you may want to go right up to the edge and dash in, firing at the howitzers themselves. Whatever you do, don't waste your missiles. The sooner you use them, the sooner you cut down on the enemy's numbers. The best targets, obviously, are CPs and HWZs, but *any* armor units except light tanks are worth hitting. (Caveat: If you're faced with a very large number of GEVs, your missiles may be the *only* way to get them all.)

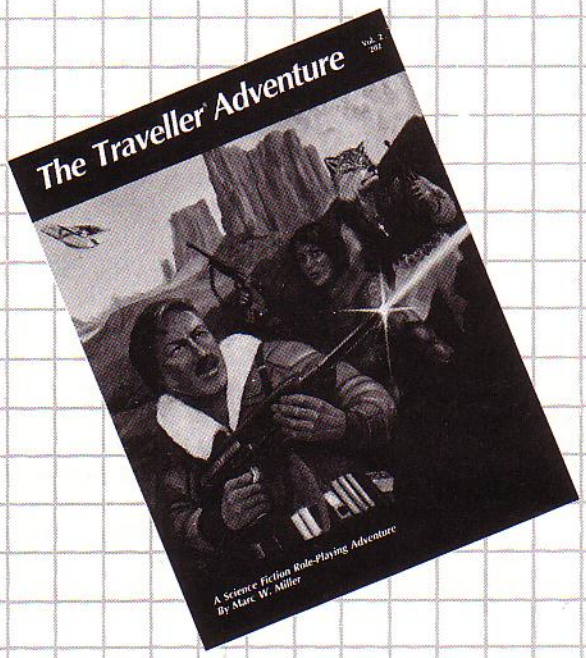
Use of Terrain

This is simple but important. As the Ogre, you can't afford to ignore terrain. Rubble doesn't affect you, but it *does* affect your foes. In the endgame, you can pass beside a crater or rubble line and "scrape off" following foes.

Some players rely on the "edge of the map" strategy. I don't like this; you lose in predictability what you gain in safety. But the fact remains that a unit near the map edge may be fired on from fewer hexes than a unit in the middle of the board. This is why most defenders will put their CP in the middle, and why you should avoid central positions if there is a chance you may be surrounded and swamped.

To recapitulate: The Ogre should play aggressively, but carefully. Fire missiles and sideslip when necessary to avoid being attacked by large numbers of units at once. Study the enemy dispositions; take advantage of the Ogre's speed and firepower to isolate and destroy small enemy detachments. The "Charge for the CP" tactic is only to be used in desperation.

I've smashed a lot of command posts with these tactics; you can do the same. Good luck.



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Annual Game Index TSG #50-61

This is our annual index to game articles and reviews from TSG 50-61. The coding system used is as follows: c = capsule review, d = designer's article, e = errata, f = featured review, g = game, m = mentioned in Game Master, s = strategy article, v = variant, x = mentioned in Contest or Contest Results. Example: "Grav Armor f55; d55; v59" means that *Grav Armor* had a featured reveiw and designer's notes in issue 55 and a variant article in issue 59.

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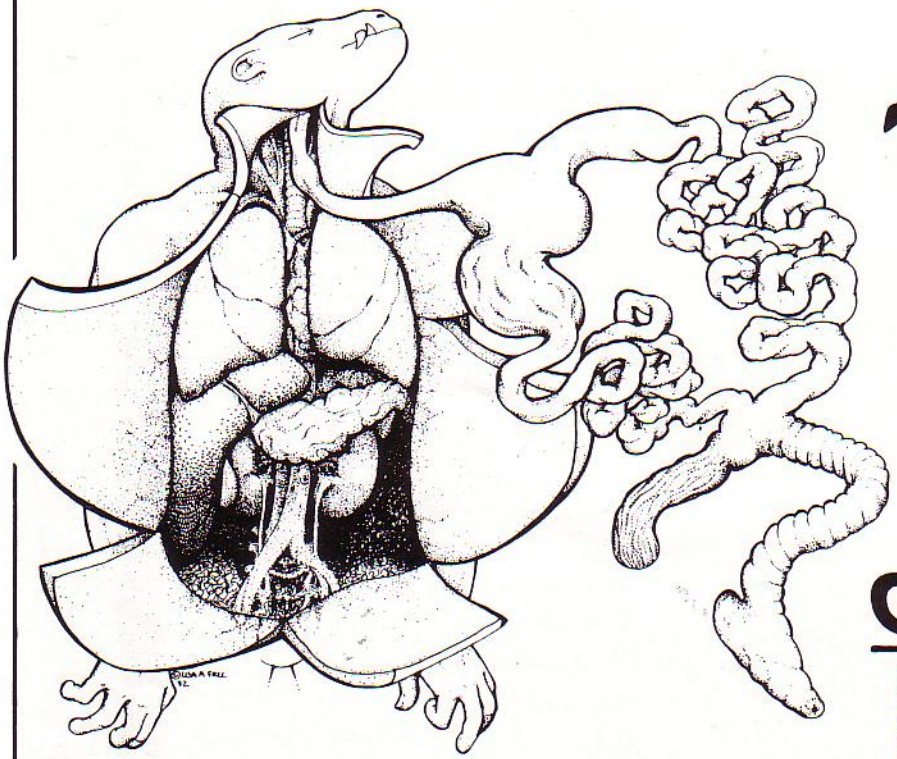

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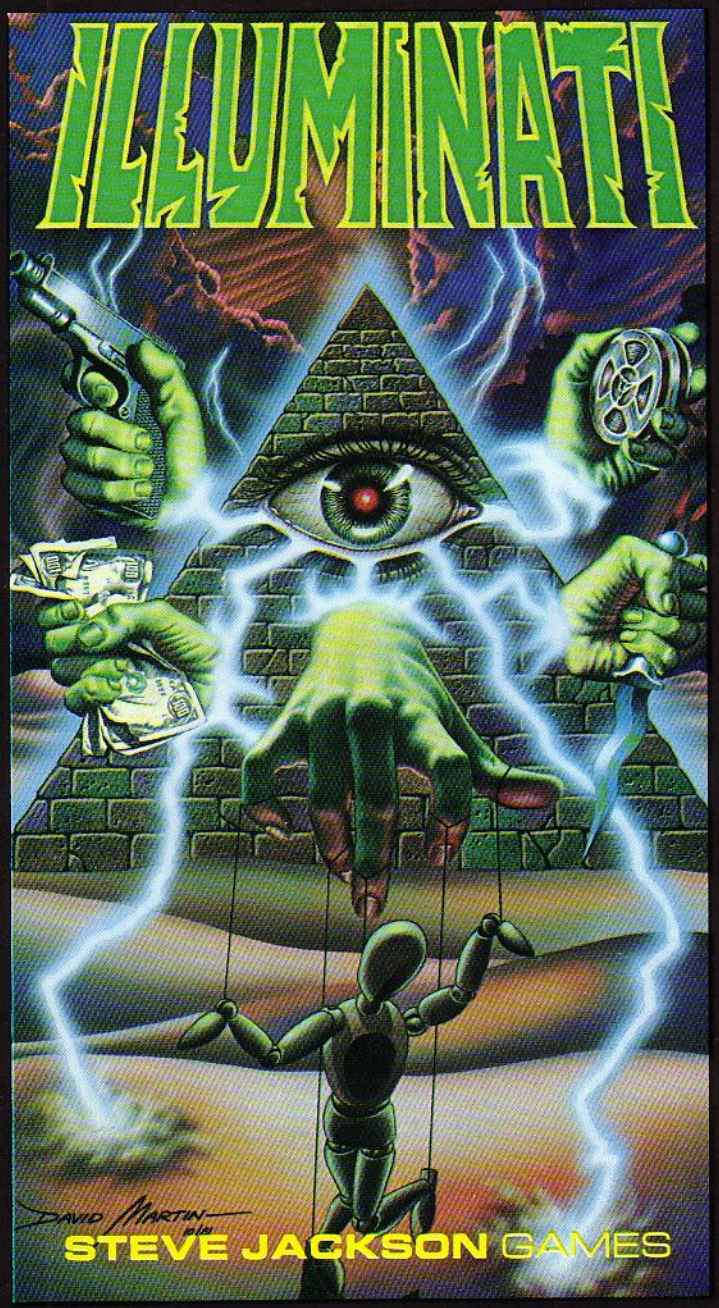

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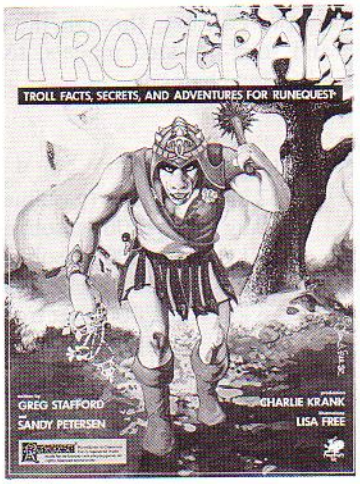
Featured Review

TROLLPAK

by David Nalle



Trollpak is a detailed and extensive background packet for use with ***RuneQuest,*** especially with campaigns actually set in Glorantha or strongly Glorantha-based worlds.

This is one of few really detailed background examinations available for a role-playing game. It is one of the best pieces of detailed development I have seen, and expands ***RuneQuest*** in an area which is interesting and particularly suited to that game system. It is exhaustive in its examination of trolls, and when you're finished reading, you know more than you might ever want to know about them, at least as they exist in Glorantha.

Trollpak's three books are *Uz Lore, Book of Uz,* and *Into Uzdom,* each of which looks at a different area of the race and its activities. The first book features details on history, anatomy, culture, and other basic information. The second concentrates on how to play and game-master trolls so that they are more developed and more interesting, fitting them into their cultural context to add more flavor. The last book has several fully-developed scenarios and some auxiliary playing information. In addition, there is the map already mentioned, which is rather nicely done, and also included is a mini-scenario called ***Munchrooms.*** The package is nicely done, with good and appropriate illustrations and clear writing. There is little or nothing significant left out.

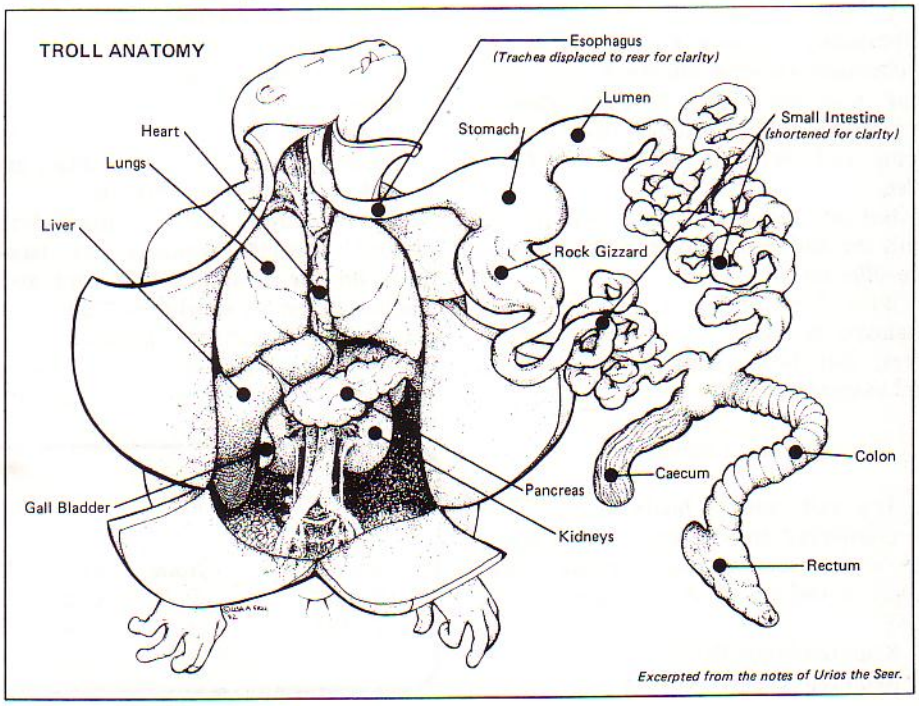
I would recommend ***Trollpak*** for its completeness and attention to detail. It is a model for such play-aids, and really tells all you need to know about ***RQ*** trolls. Such things as anatomical diagrams, maps, cults, tribes, and organizations add a lot of helpful detail. There is enough here to let you run trolls forever with a minimal amount of original work or thought.

So much for the strong points. ***Trollpak*** also has some notable weaknesses. Some of these are conceptual and some are practical. In general, the greatest problem of ***Trollpak*** as a game aid is that it is so limited in its appeal. This is an ***RQ*** game aid, and couldn't really be anything else. Like so many ***RQ*** aids, the material in ***Trollpak*** is so closely tied to the world of Glorantha that removing it to a different FRP context would leave it hollow. Glorantha is a nice world, but is the world of the "official" ***RQ,*** and many GMs would rather run a world based in their own imaginings. Unless they are highly imitative in their world-design and dominated by a Gloranthan influence, chances are that their concept of trolls will not match that given in ***Trollpak.*** Certainly the dominant type of FRP campaign is based on Indo-European cultures and mythology, and ***RQ*** trolls do not fit this pattern particularly well. In this general area ***Trollpak*** could be much better, by trying to appeal to a larger audience and covering more aspects of their concept of trolls.

The greatest specific problems in ***Trollpak*** are with the scenarios, which seem to be rather mechanical, a fault of many ***RQ*** adventures. While they provide needed detail and statistics, their nature and subject matter is more or less the same solid but uninspiring fare. They are examples of the craft of adventure-design, rather than an expression of design as art. On the whole, the third book was rather disappointing, and I suspect that this would be especially true for ***RQ*** players who make a habit of playing primarily in scenarios purchased from Chaosium.

Trollpak is a fascinating product, in spite of its flaws. It is a must-buy for ***RQ*** players who use Glorantha. Beyond that, it is an impressive work of detail and comprehensive design which I hope will serve as a model for future game-aid designers. While its value to non-***RQ***ers is hard to define, it is well worth looking at, and could lead to the birth of new ideas and adaptations for any game.

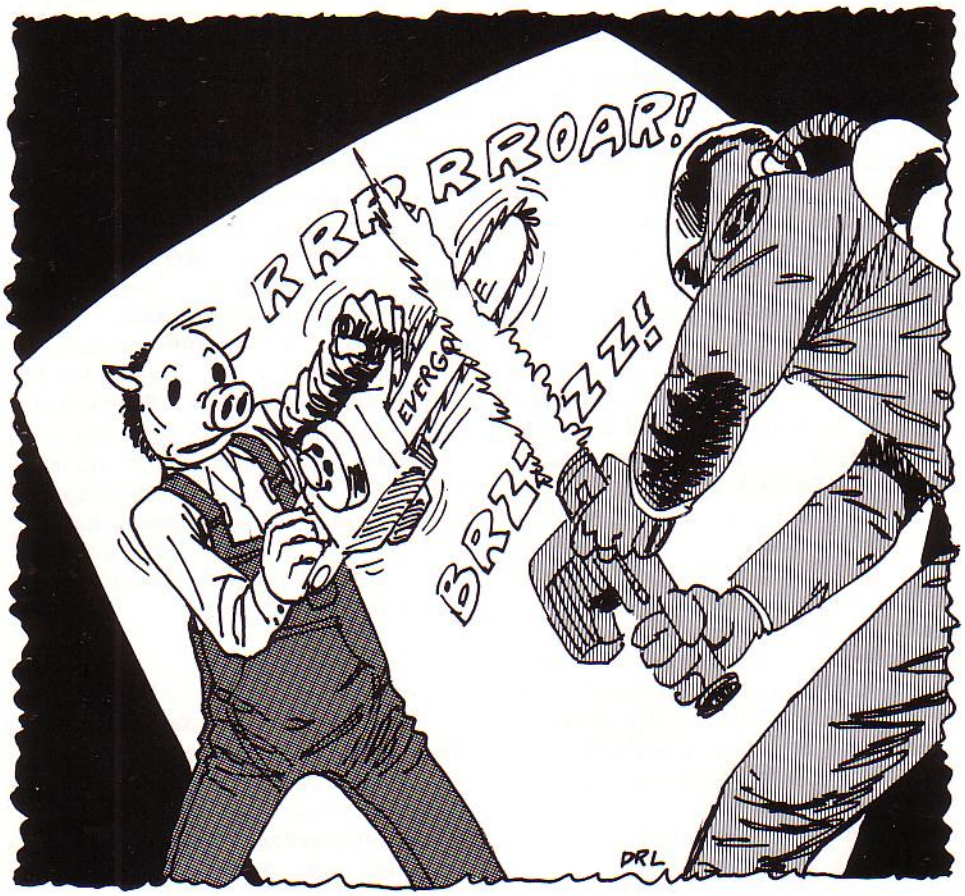
Trollpak *(Chaosium); $18. Designed by Greg Stafford and Sandy Petersen. Three 8½" x 11" rulebooks (64, 64, and 48 pages, respectively), 12-page mini-module, 6-page mini-module, 8-page player information handout, 22" x 27" two-sided map, boxed. Supplement for* ***RuneQuest.*** *Published 1982.*



Trollpak is a trademark of Chaosium, Inc.

Chainsaw Combat in *Traveller*

by Christopher Kupczyk



I recently had the (unfortunate) opportunity to view a movie involving a chainsaw-wielding murderer. Ten minutes into the film, between yawns, I realized that I should have stayed home and designed material for ***Traveller.***

But my thoughts of the movie stayed with me and, when home, I dug out my ***Traveller*** set . . .

Book 3 states that the purpose of a chainsaw is felling, cutting, and shaping trees. But how about felling, cutting, and shaping people?

Using Chainsaws

Any skill with a blade weapon will be considered enough expertise to operate a chainsaw without negative DMs. Apply a DM of -2 if no blade skill is used.

Required Strength: 9
Required Strength DM: -5
Advantageous Strength: 12
Advantageous Strength DM: +2
Weakened blow or swing: -6

Below are the to-hit rolls for the chainsaw as weapon. Chainsaws are only usable at close or short range, and do 4d4-4 damage when they hit.

The required strength and advantageous strength numbers are based more on the weapon's bulk and awkwardness than its weight; as is explained below, higher tech-level chainsaws tend to weigh less. However, their general shape and clumsiness remain essentially the same.

Chainsaws Through the Ages

Due to the advances of science, weights and prices for chainsaws will tend to vary. In addition, the power source for the machine tends to become more advanced, from the very early gasoline-powered saws, through the electronic and solar-powered models, to the advanced fusion chainsaw.

Tech Level	*Weight*	*Cost*
4	12 kg	Cr2000 (gasoline)
5	10 kg	Cr1000 (gasoline)
6	8 kg	Cr 500 (gasoline)
7	7 kg	Cr3000 (electronic)
8	6 kg	Cr2000 (electronic)
9	4 kg	Cr1000 (electronic)
10	4 kg	Cr1000 (solar)
11	3 kg	Cr 500 (solar)
12+	5 kg	Cr 500 (fusion)

Gasoline chainsaws operate for approximately 30 minutes before refuelling is necessary. Electronic chainsaws must be recharged after 48 cumulative hours of use. Solar-powered chainsaws need never be recharged if they are used when exposed to sunlight; but if no sunlight is available, their internal battery still stores four hours of energy. Fusion-powered chainsaws need never be recharged.

Electric chainsaws are also available at Tech Levels 5 and 6; they are two kg lighter than their gasoline-powered equivalents and cost the same. However, an electric chainsaw is useless beyond the range (tpyically 20 meters) of its extension cord. There is also the possibility that an opponent may cut the cord (or simply pull it loose) during combat.

So there you have it: everything you wanted to know about chainsaws (as weapons) but were afraid to ask. Now Travellers, as well as murderous Texans, can enjoy all the benefits of chainsaw use.

To Hit Table

Armor	None	Jack	Mesh	Cloth	Reflec	Ablat	Battle
Range	C S	C S	C S	C S	C S	C S	C S
To Hit	5 3	6 4	7 4	7 4	5 3	6 4	12 10

FEATURED REVIEW:

VILLAINS AND VIGILANTES

by William A. Barton

In the comics industry, superheroes are Big Business. And it looks like the same is rapidly becoming true of role-playing games, as the number of superhero RPGs continues to expand.

But, in the beginning, there were only two superhero RPGs: first Gamescience's ***Superhero 2044*** and then FGU's ***Villains and Vigilantes***. ***Superhero 2044*** differed from most RPGs in that characters were built with points rather than rolled up. However, since ***SH 2044*** had some design flaws and also seemed to be more oriented to non-playtime patrolling than gaming, a lot of gamers preferred the more conventional ***Villains and Vigilantes*** – where random generation of characteristics and superpowers was the rule.

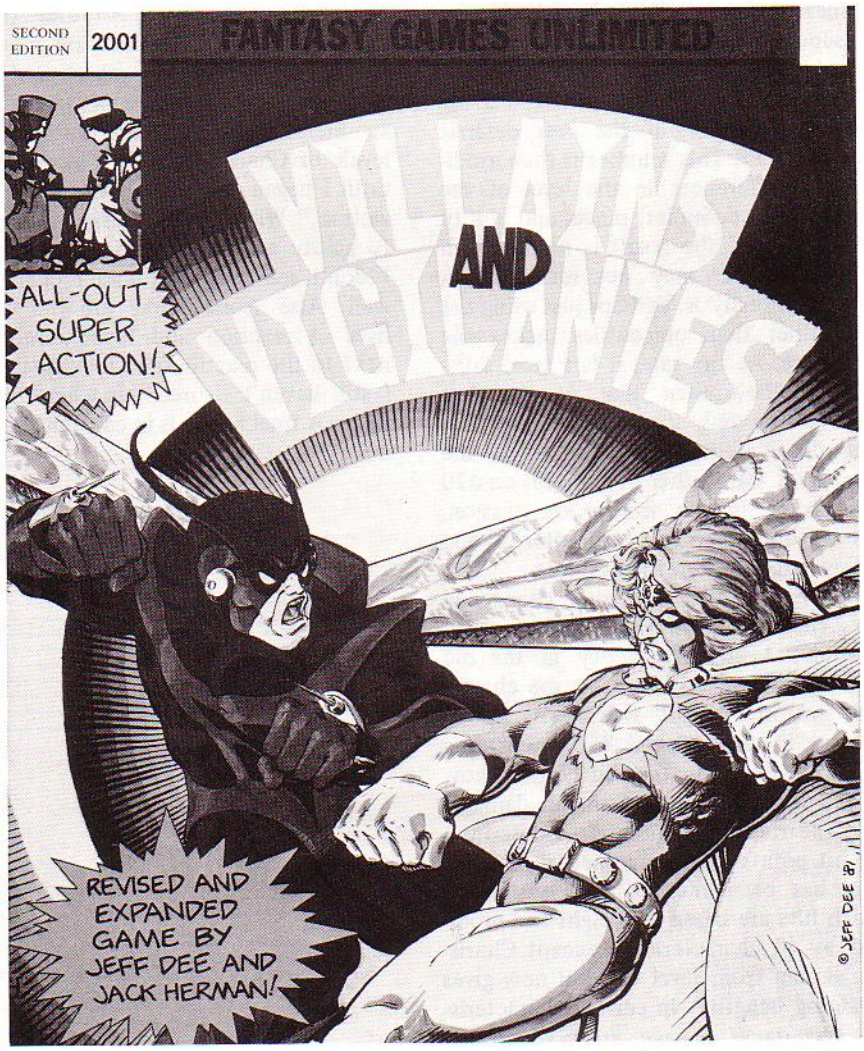
Then came the second generation of superhero RPGs – games which were more playable and allowed superheroes to be built according to player choice rather than by die roll. The most notable of these are Hero's ***Champions*** and Chaosium's ***Superworld***. ***V&V***, like ***SH 2044*** before it, began to fade from the SHRPG gaming scene.

Now, in an effort to regain its share of this comic-oriented market, FGU has released a new, revised version of ***Villains and Vigilantes***, expanded and reworked by original designers Jeff Dee and Jack Herman.

RV&V is vastly improved over its original incarnation. Power descriptions have been expanded and made more playable; the combat system has been streamlined; new background information has been added. Those who liked the first edition, but found it lacking in some areas, should be greatly pleased with the revised edition. Those who ignored original ***V&V*** might do well to take a look at the new version. They might be pleasantly surprised.

As noted, most of the power descriptions have been expanded and spelled out in game terms; before, many were pretty much left up to the GM to figure out. For example, Animal/Plant Powers now include characteristic modifiers for the various classes of animal or plant categories, not to mention tables of specific powers that may be rolled for each. Armor and Invulnerability now reduce the amount of damage taken rather than the chance to be hit. New powers have been added, such as Devitalization (which saps power from opponents), Wings (for Hawkman clones), and Cosmic Awareness (which allows a character to gain information from the GM – at the risk of having his mind blown by the vastness of the cosmos).

Some of the old powers have been altered, combined with others, or done away with altogether. Temperature Control:



Villains & Vigilantes is a trademark of Fantasy Games Unlimited.

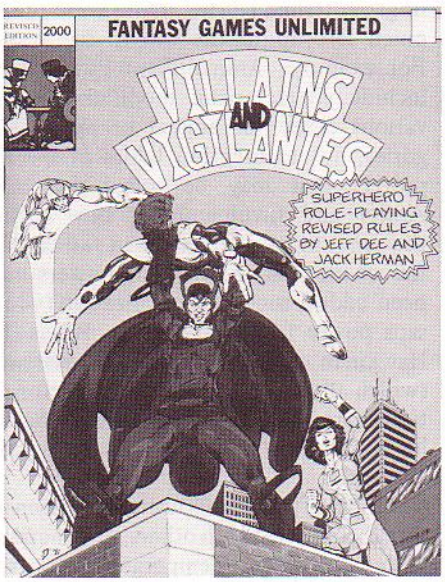
DEFENSE TYPES:	ATTACK TYPES: Chemical Power (11)	Disintegration (15)	Emotion Control (7)	Flame Power (15)	Force Field (16)	Gravity Control (10)	Hand To Hand (5)	Ice Power (14)	Light Control (8)	Lightning Control (15)	Magnetic Powers (13)	Mind Control (9)	Paralysis Ray (12)	Power Blast (16)	Sonic Abilities (10)	Transmutation (9)	Vibratory Powers (10)
Adaptation	0	–	–	0	–	0	–	0	0	0	0	–	–	11	0	–	0
Android Body	15	–	5	–	–	–	3	–	7	16	–	5	6	–	–	5	–
Astral Projection	3	0	10	5	–	0	0	0	–	6	3	11	2	4	1	0	1
Bionics	12	–	–	–	–	7	3	15	–	16	14	–	8	–	–	7	–
Charisma +	–	–	5	–	–	–	–	–	–	–	–	8	–	–	–	–	–
Charisma –	–	–	9	–	–	–	–	–	–	–	–	10	–	–	–	–	–
Chemical Power	0	13	–	0	–	–	2	0	5	9	10	–	10	–	5	5	5
Disintegration Ray	6	–	–	13	–	–	0	0	–	–	–	–	–	12	8	–	9
Flame Power	9	–	–	–	–	–	1	0	–	–	–	–	–	11	–	–	–
Force Field	0	–	–	0	0	–	0	0	–	0	–	–	–	0	0	–	0
Gravity Control	–	–	–	–	–	0	0	0	–	–	3	–	–	–	–	–	–
Ice Power	8	7	–	0	–	–	1	–	7	–	–	–	–	12	6	–	6
Intelligence +	–	–	6	–	–	–	–	–	–	–	–	7	–	–	–	–	–
Intelligence –	–	–	10	–	–	–	–	–	–	–	–	11	–	–	–	–	–
Life Support	5	–	–	7	–	5	2	7	4	7	6	–	–	8	5	–	5
Light Control	–	–	–	–	–	–	2	–	–	–	–	–	–	–	–	–	–
Lightning Control	9	–	–	–	–	–	3	–	–	0	0	–	–	–	–	–	–
Magnetic Powers	6	–	–	13	8	5	0	12	–	0	0	–	–	8	–	–	–
Non-Corporealness	0	0	8	0	–	0	0	0	–	0	0	10	–	0	–	3	0
Power Blast	9	–	–	12	15	–	1	7	–	–	–	–	–	0	–	–	–
Robotic Body	15	–	5	–	–	–	2	–	5	17	15	5	6	–	–	5	–
Sonic Abilities	9	–	4	13	14	–	2	4	–	–	–	6	–	13	0	–	–
Stretching Powers	9	13	–	13	14	9	2	10	7	14	–	–	10	14	–	5	0
Telekinesis	10	–	–	14	14	2	1	10	–	–	5	–	–	15	8	–	6
Willpower	–	–	0	–	12	5	0	10	7	–	–	0	6	14	8	5	8
Vibratory Powers	7	10	–	10	–	–	0	4	–	–	–	–	8	8	–	4	0

V&V's revised combat chart. Copyright © 1982 by FGU.

Cold and Hot have been combined respectively with Ice and Flame Powers; Power Copying has been absorbed into – what else? – Absorption; and Time Travel has been replaced with Dimensional Travel. (This latter power includes a Time Travel aspect, which is actually travel to other dimensions resembling Earth at different eras, to avoid the possibility of players casually toying with the time-stream.)

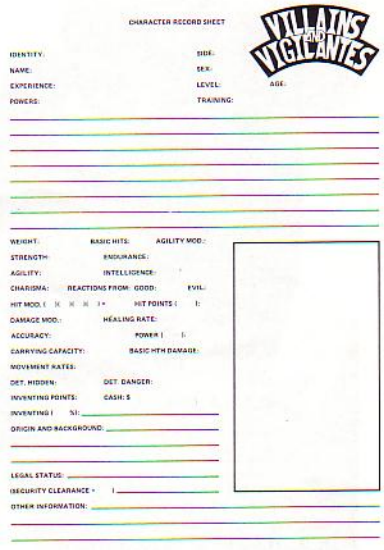
A few other powers have experienced name changes: Form Change is now Size Change; and Phantasmal Forces is Illusions. Oddly, descriptions of some powers have been left vaguely defined despite the expansion of most: Body Powers, Magic Spells and Special Weapon, as well as the new Psionics, are all left to the GM to define.

Another section of the rules which has been significantly changed is the combat system. In the first edition, to-hit determination was made by cross-indexing the attacking power with five powers that the defender would use, adding the numbers at each junction together (if less than five defenses were in use, a number following the attacking power was used to make up the extra defenses), then rolling that number or less on d100. In ***RV&V,*** the cross-index has been streamlined by removing all powers that have no actual relation to the type of attack, leaving only the number of the *best* defense being utilized. This number is then modified by differences in the level of the attacker and defender, range, and ability modifiers, and the result is obtained on 1d20. While it may not *sound* much simpler, it really is. Perhaps just using the d20 rather than percentiles makes the difference. At any rate, it is a more satisfying method than that of the first edition. The only problem I found was that the statement that you roll the number or *less* (rather than more) on d20 was buried in the section on evasion, where I didn't locate it until after I'd had to figure it out from the example.



There have also been some changes in the character-generation system. For example, Agility (Dexterity in the old edition) can be modified by the character's weight; weight was pretty much ignored in the original *V&V*. Carrying capacity, absent in the old edition, now helps determine hand-to-hand damage. And the ridiculous method of determining hit points by the number of dice per level has been changed to a system in which hits are based on weight and modified by all characteristics except Charisma. Rising from level to level now gives "training benefits" in certain characteristics (accuracy, damage, etc.), which can be raised, rather than the old bonus of extra hit dice. A final important omission is that of Origin (Mutant, Accidental Scientific, Nonpowered Adventurer, Alien, etc.), which in the old *V&V* determined which list (or lists) of powers one could roll on. Now players may simply pick which tables to roll on for a chance at the type of powers they want, with no restrictions at all (though for consistency, players should stick to one or two lists).

Despite the revised tables, expansions and improvements, there are still some problems in the *V&V* character generation. First of all, there is still the concept that your first player-character is yourself with superpowers added. So it is up to the player or GM to assign characteristics based on real life. But how many players are going to admit to having *less* than average characteristics in a game in which higher characteristics mean better chances of hitting, doing damage, etc.? Would *you* like to be the GM who has to tell the guy whose character you just assigned a strength of 18 that he has to have an IQ of 3? It's a nice idea in theory; but in practice, it just isn't worth the trouble. I'd have preferred to roll up characteristics from the start. Another (slight) problem involves the reaction modifiers for Charisma. It threw me at first as to why, on the Charisma table, neutrals had an increasingly bad reaction to higher levels of Charisma (good and evil both), until I began to read "charisma" as "conviction." With the changing of dexterity to agility and constitution to endurance, I don't see why this wasn't changed as well. Also troublesome are the various lists of reaction and loyalty modifiers next to the reaction and loyalty tables – I still haven't figured out where they all fit in. A final hassle is in calculating carry-



ing capacity: The listed formula and the text description of the process don't coincide. According to the people at FGU, ignore the formula and go with the written description – it is the accurate one.

The background information for campaign and other purposes has been expanded, and saves the GM a lot of work. Several new "mundane" weapons have been added, including martial arts weapons such as nunchucks, katana and shuriken. The appendices contain detailed tables of various animals, from rats to brontosauri, and vehicles, from motorcycles to jet planes, for those who roll pets or vehicles on the powers tables. Also listed are the basic structural strengths of common (and a few exotic) materials.

For those who like to mix secret agents and elite criminal organizations (*a la* U.N.C.L.E. and Thrush) with their superheroics, ***RV&V*** outlines CHESS (Central Headquarters for Espionage for the Secret Services) and InterCrime, with organizational details of each. Further bits of background information that should prove helpful include expanded NPC generation tables, notes on legal status, donations to charities, and merchandising of the superhero and inventions. One huge waste of space, however, is the three pages devoted to the "laws of the land." These are either so obvious or so obscure that they shouldn't come up in most campaigns.

So that's how the revised ***V&V*** compares to original ***V&V*** – quite an improvement. But how does it compare to the second-generation superhero RPGs? In my opinion, it holds its own, at the very least. In fact, in a couple points, it may be even more workable. One aspect that comes to mind is the well-distributed use of power points to energize the powers. While certain combat-related powers may have high power costs, others such as invisibility have relatively low costs for long periods of time (one point to activate for one hour of flying). This is in contrast to ***Superworld***, where invisibility costs one energy point per level (with an average of about 10 energy points) per *melee round*. Even though the average ***SW*** character has a lot more energy than the average ***V&V*** hero has power points, an ***SW*** hero will burn out a lot faster in a prolonged combat, especially if he's flying, using superspeed, or invisible – all of which use up horrendous amounts of energy.

Another area in which ***V&V*** stands out from its competitors is one which a lot of gamers will still complain about – the random-rolled superpowers. True, in the new edition, players choose from which list they'll roll for their powers, but the powers they receive are still random (unless the GM opts to allow them to choose what they want). While I like the ***Superworld*** method of purchasing powers (personally, more so than that of ***Champions***), to me the random method smacks somewhat more of the comics genre. After all, how many comic-book heroes actually had any choice in determining their powers, other than those powers which are the result of highly trained skills or inventions? Not many. So randomly rolling powers is, as far as I'm concerned, as valid a method as purchasing them.

So, if you're really into superhero adventure, I'd recommend giving revised ***Villains and Vigilantes*** a try. If you decide you still like ***Champions*** or ***Superworld*** better, well, you can always use ***V&V*** to help you decide what powers to purchase in another system when your superintelligence is on patrol near Arcturus IV.

*Revised **Villains and Vigilantes** is designed by Jeff Dee and Jack Herman and published by Fantasy Games Unlimited. The basic 48-page rulebook retails for $6.00 and the boxed version, which contains the rulebook, character sheet, GM shield, polyhedral dice, and the introductory adventure **Crisis at Crusader Citadel**, costs $12.00. Published 1982.*

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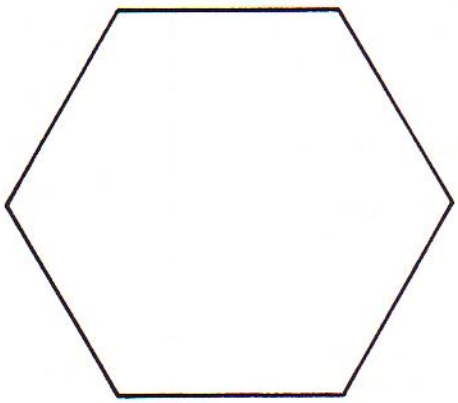

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The Complete Generic Role-Playing Game

by Pat Mueller and Mike Stackpole

Chapter 1: Character Generation. Each character has six attributes which are rolled up on three six-sided dice.

Chapter 2: Saving Rolls. There are times when you need saving rolls. Roll two dice.

Chapter 3: Magic. Magic is an integral part of every fantasy role-playing game.

Chapter 4: Arms and Armor. Arms and armor are necessary for combat. Arms are offensive*; armor is defensive.

Chapter 5: Combat. See Chapter 4.

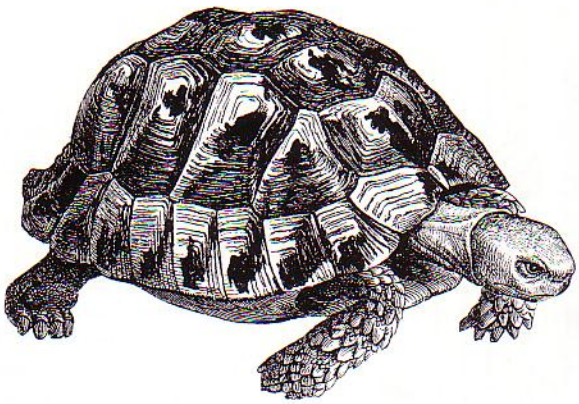
Chapter 7: Monsters. You fight these in combat; see Chapter 5.

Chapter 8: Game Mastering. This is where one person tells a bunch of other people what has happened so they can decide what to do. You'll need some dice.

Coming soon: Chapter 6 – the first supplement to The Complete Generic RPG!

*Armpits are worse.

Turtles, Turtles and More Turtles



It's three feet long and loaded with armor.
It can live for 300 years.
You can barely see it move.
It's the TURTLE.

Now *you* can be this awesome war machine. *You* can crawl about, immune to all attack. *You* can retreat into your shell at the first sign of trouble.

Game Rules:

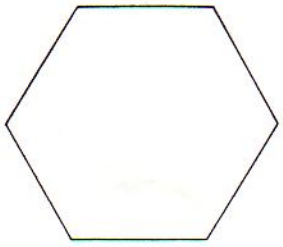
1. Find a large box.
2. Climb inside.
3. Crawl about slowly.
4. If frightened, retreat into shell.

Game Design: Chris Zakes, Norman Banduch, J. David George, Chris Smith.
Playtesting: J. David George

Simple Wargame

by Steve Jackson

1.0 The Board



2.0 The Counter

3.0 Combat Results Table

Heads	You Win
Tails	You Lose

4.0 Play Sequence
- **4.1** Pick Up Counter
- **4.2** Place on Board
- **4.3** Flip Coin*
- **4.4** Consult CRT (Combat Results Table)
  - **4.41** Heads: you win (leave counter on board)
  - **4.42** Tails: you lose (remove counter from board)

*Coin not included. Pennies will suffice, but half-dollars or silver dollars may be substituted for greater complexity and realism.

Designer's Notes: This game dates back to the Persians, who played a crude version in which the board was thirteen feet across. The counter was made of stone and took forty slaves to lift; as a result, play was slow. Modern gamers have speeded play, but have not modified the basic futility of the system.

Master's Thesis

by Philip Rennert

"Where do summoned creatures come from?" asked Melar. "Are they assembled from raw energy like illusions, or do they have real existences in some other place, from whence we snatch them as we need them?"

"I don't know," replied Illic, sipping his beer. "Why don't you summon one and ask him?" Illic's attention wandered as he glanced around the taproom of the Staff and Scroll, which was nearly empty this late afternoon.

"I know what you're thinking," Melar continued. "Why does it matter, so long as they appear and fight for us?"

Illic hadn't really been thinking that, or much of anything, but he sat up and told himself to pay attention. "Why the sudden interest?"

"Well might you ask," replied Melar, "for I have finally found a topic for my Master's thesis. Not only that, I have performed the experiment you suggested, and I'm well on my way."

What experiment? thought Illic, then remembered. "What did you summon, a dragon?" he asked.

"Be serious. I'm only a Class 12; who'd let me play with a spell like that? No, I summoned a warrior. You know my favorite archetype, the big fellow with the halberd?"

"Yes," said Illic, becoming more interested. "What did he say?"

"Not much, actually. He knew he was there to serve me, but everything else was a blank. When I asked him where he'd been a minute ago, he just looked very confused."

"Hmm," said Illic. "Perhaps the spell that binds them to our service also affects their memories? That is, if they have a true existence to remember."

"Ah, but that was just my first trial," Melar went on. "You know how, when you summon a warrior, you concentrate on strength and dexterity as the qualities you'd like him to possess? Well, it occurred to me, why not concentrate instead on intelligence?"

"Interesting. So you summoned a smart warrior. How did he do?"

"Better. When I asked him what he had been doing a minute ago, he thought about it. He replied that since he existed to serve me, he must have been serving me in some way, though he coudn't remember how."

"Logical, at least," put in Illic, "but still inconclusive."

"Ah, but at this point I felt I was on to something. I went and told Master Taradel about it, and he said it was a subject worthy of investigation. He wasn't sure anything would come of it, but he was interested enough to authorize me a section of apprentices and a power battery for a few hours."

"What did you have in mind?" asked Illic.

"I had two ideas," replied Melar. "First, that I would summon a warrior and temporarily augment his intelligence by magical means."

"Such an augmentation spell would last less than a minute," objected Illic.

"True, but perhaps long enough to get some answers. Second, you know how the imminence of danger can sometimes enable a person to break free of magical control. If I placed him in such a situation, it might shatter the spell that blocked his memories."

"So did you actually perform this experiment?"

"Yes, this morning. We used the tower room. I made the preparations and cast the summoning spell, concentrating totally on intuition and understanding. The warrior appeared, and didn't look like any I'd seen before. He was, well, puny. Some of the apprentices snickered. I asked him where he was from, and he said he couldn't remember. Then the moment came! I ordered him to leap to his death through the window!" Melar paused for a sip of beer. "He turned and put one foot on the

sill; I signalled the apprentices and started my own spell. The power of six strong young lads, plus my own, plus all the energy from the battery, hit him as he looked down from the window. He jerked and shivered like a man with an ague, and then he turned and looked at me! The spell was broken!"

Illic looked across the square at the Guildhouse tower. "That's a long way down," he said.

"I wish you could have seen his face," continued Melar. "It was a study in realization, in comprehension. 'You summoned me to do your bidding, didn't you?' he said softly. 'Yes, yes,' I cried. 'Where are you from? Do you remember what you were doing before you appeared here?'

"He didn't appear to have heard me. 'So many gone,' he said to himself. 'So many vanished, to return hacked and gutted. None remembered, none knew why. But I know.'

"He looked at me then, and there was dark, deep hatred in his eyes. Then, all of a sudden, he vanished.

" 'Huh?' I said. 'I didn't do that. Come back; I haven't finished!' But he was gone."

"A summoned creature vanishing of his own accord!" exclaimed Illic. "I've never heard of that before."

"Yes, but he left behind the proof I needed. He implied that he'd known others who'd been summoned. Therefore, there is a *place* somewhere from which we draw the creatures we summon." Melar took a triumphant swig from his mug.

"You know," said Illic, "someone with that kind of thinking ability could be extremely powerful. And he didn't sound friendly."

"I considered that," replied Melar, "but no one has ever summoned a mage, so the place he's from must be magic-free. The augmentation spell would have shattered as soon as he returned. And even if it didn't, the limitation on the spell has expired."

"But you don't know all the parameters," said Illic. "It might be that a return to a non-magical plane would freeze his condition at the instant of return, allowing your spell to hold indefinitely."

"If that's true," said Melar after a moment, "then somewhere there's a very smart fellow indeed! But I don't believe it. Besides, if his people aren't magical, what can they do to us? No, the next thing to do is to repeat the experiment, but include some way of holding the subject here until he answers my questions."

Illic was on the point of replying when the Guildhouse exploded.

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NOVAS IN *COSMIC ENCOUNTER*

by Allen Varney

Novas in the ***Cosmic Encounter*** game are tokens that allow players certain abilities whenever the tokens are in the warp. Procedure for Novas (or "Novae," if you prefer) is as follows: Before the game begins, take any one of your twenty colored tokens and, on the blank underside, pencil an asterisk (*), star, or other designation. Then turn it colored side up and mix it with your other tokens so the other players (except the Zilch) don't know which is the Nova. You may place the Nova on any of your bases; treat it as an ordinary token in attacks, defense, etc., *until it goes to the warp.*

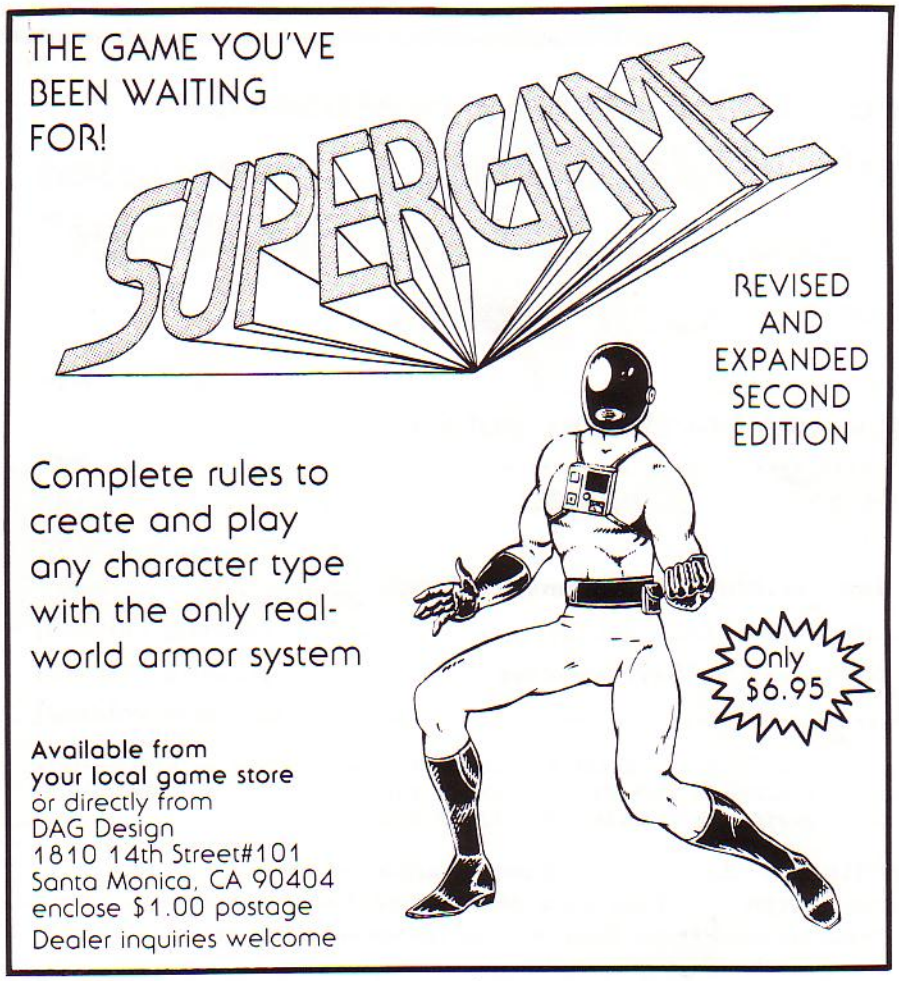
When your Nova token goes to the warp for any reason, at any time thereafter you may say "Nova" and turn it over to show the asterisk. Now, during *each* challenge that your Nova is in the warp, you may use, in addition to your own power, any one other power not in the game. You may trade hands (Trader), make your opponent play blind (Laser), or use any other ability not being used by another player (you may not use the Reincarnator's current power until he loses it). You may use a different power during each challenge if you wish, and even when you've lost your own. If the power you choose conflicts with your own (e.g., Macron/Amoeba), choose another. Use of Novas is always optional. If your Nova token is lost to the Void or healed by the Healer, you cannot gain its benefits. Note that adroit use of a Nova can turn a Wild Flare into a Super Flare.

Nova powers can be zapped by a "Cosmic Zap" as always, but the Plant and Insect can't copy them and the Changeling can't exchange them. You may not choose a Nova power that another player with an activated Nova has already chosen. The order for choosing powers is the same as for playing Flares; i.e., other players beginning to the offensive player's left, then the offensive player, and finally the defensive player.

At the start of each of your challenges, you take one of your tokens from the warp, as usual. If the only token available is a Nova, you must take it out. Novas can also be released by the "Mobius Tubes" edict. When a Nova token leaves the warp, it is turned colored side up and becomes an ordinary token again.

As a variation, each player can be allowed two or more Novas. You would then be allowed to pick as many extra powers as you have Novas in the warp.

Do not use Novas with the Zombie or the Zombie Flare. However, you can choose the Zombie power after your Nova has already gone to the warp.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GLOBBO!

A. VARNEY 2/83

A GAME FOR TWO PLAYERS — by — **ALLEN VARNEY**
DEVELOPED — by — **STEVE JACKSON**

I. THIS is GLOBBO.

GLOBBO is a semi-sentient, quasi-organic, polymorphous Playroom Assassination Device. He slam-dunks his victims at close range, fires a battery of lethal laser pistols at long range, and plays soothing music for the little ones. GLOBBO is the jovial, fun-filled executioner of the children on the planet Ticketa-Koo. The little ones are truly rotten and tend to explode, so the parents (love the darlings though they may) trim their numbers by subjecting them to a little tête-a-tête with GLOBBO. If they survive, the parents are willing to put up with them.

II. THESE are THE KIDS.

BITERS are fiendish multi-legged brats that bite and explode.

BLIPS are created when BITERS explode. BLIPS float around and reform into new BITERS. BLIPS can also explode, but they produce nothing (except damage).

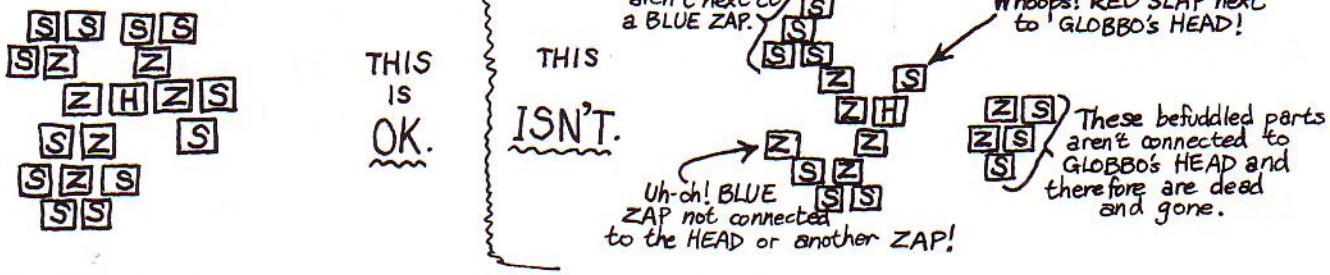
YEASTS are also created when BITERS explode. They are necessary catalysts for BLIPS to re-combine into BITERS. YEASTS do not move and really have no idea what's going on.

III. (MOVING)

GLOBBO can flow like water. He starts out with his HEAD in the middle (always a GOOD place for heads), surrounded by <u>six</u> BLUE ZAPS (▰), with these in turn surrounded by <u>twelve</u> RED SLAPS (✋). But he doesn't stay that way, nosirreebob. GLOBBO's HEAD can move up to <u>three</u> hexagons ("hexes") in any direction. Any other part of his body can move ANYWHERE on the map, SO LONG AS, when he's done moving:

a) each RED SLAP is next to at least one BLUE ZAP, and
b) each BLUE ZAP is next to another BLUE ZAP or GLOBBO'S HEAD, and
c) no RED SLAP is next to GLOBBO'S HEAD. Simple, isn't it?

Only one piece of GLOBBO allowed per hex, and GLOBBO can't enter hexes with kids in them. Any piece not connected to GLOBBO's HEAD at the BEGINNING of movement (say because a kid bit off something in between) cannot move at all that turn. Any piece not connected, however circuitously, to GLOBBO's HEAD at the END of movement is considered dead and removed from play forever and ever.


THIS IS OK.
THIS ISN'T.
These suckers aren't next to a BLUE ZAP.
Whoops! RED SLAP next to GLOBBO's HEAD!
These befuddled parts aren't connected to GLOBBO's HEAD and therefore are dead and gone.
Uh-oh! BLUE ZAP not connected to the HEAD or another ZAP!

As for the kids, movement is simplicity itself:

BITERS can move four hexes a turn. They can't move into hexes occupied by GLOBBO.

BLIPS can float two hexes a turn. They can move through, and end up in, any hex they want, including hexes GLOBBO is in. But if they float over GLOBBO, he has a chance to destroy them before they can do anything.

YEASTS don't ever move. Not very exciting, are they?

Any number of kids may occupy a hex at any time, but no kid except a BLIP can ever occupy a hex that GLOBBO is in.

Were you wondering what all those hexagons are there for? They're the map of the Playroom of Death where all this recreation is going on. The Playroom has some interesting features. First, it's inside its own little space-warp bubble, so that all the map-sides "connect up" with the opposite edge. Each lettered hex on the top edge of the map is the SAME as the "incomplete" hex with that same letter on the bottom edge. Each lettered hex on the left edge is the very same one with that letter on the right edge. A piece that is in one hex is ALSO in the other one at the same time! (There will be a test on all this in the morning.) What this means is that any kid or any piece of GLOBBO can move off the left edge and onto the corresponding hex on the right edge, and likewise with going off the top edge and sneaking up from behind on the bottom edge. (And all that left-to-right and top-to-bottom is vice versa, too, but then you knew that, didn't you?) You can attack across edges, too.

The Playroom also has some "warp-holes" that the kids can use for quick'n'easy travel. If a kid lands on a warp-hole hex, it is sucked down and comes up (it hopes) somewhere else on the map. When a kid does try this (and only a kid would, right?), roll an ordinary 6-sided die. The number that comes up is the number of the warp-hole it immediately pops out of. If it has any movement left it can keep moving (no movement cost for warp travel). "There's no warp-hole for #6," you observe. Well, when the kid rolls a six, it has been sucked away permanently into hyperspace. One less exploding kid to worry about. GLOBBO can't (or won't!) enter warp-hole hexes. Each kid can only try once a turn.

Sometimes, to keep the kids on what passes for their toes, the Playroom has WALLS (the dark lines between hexes on the map). BLIPS can float over walls as if they weren't there, but nothing else can cross a wall at all. You and your opponent have to decide whether to use the walls or ignore them. (Decide BEFORE you start to play. Why borrow trouble?)

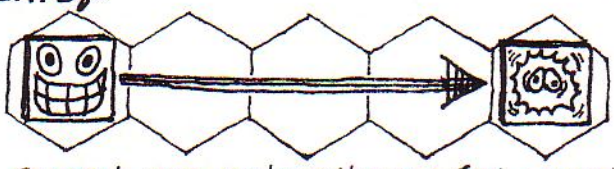
IV. (The section you've all been waiting for — KILLING EACH OTHER!)

Each kid (except YEASTS) and each piece of GLOBBO can attack once a turn. After all the pieces on a side have finished moving, each can attack any one enemy it's adjacent to. Now there are all kinds of exceptions to this rule so forget everything I said. For one thing, whenever a BLIP floats over a piece of GLOBBO, that piece immediately gets a "free" attack on the offending BLIP. If the BLIP survives and has any movement left, it can keep floating on its merry way. The piece of GLOBBO that attacked can still attack as usual during its own turn — the BLIP attack is completely "free." Not only that, GLOBBO gets +1 to the strength of his free attack on a BLIP floating over him (see below)!

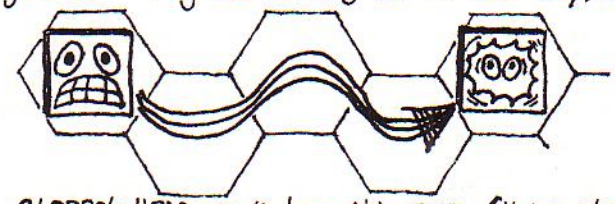
Second, GLOBBO can't attack a YEAST if there are any BITERS or BLIPS in the same hex with it. He can't attack a BLIP as long as there are any BITERS in the hex with it. So his priority for attacking kids in the same hex is (1) BITERS, (2) BLIPS, (3) poor helpless YEASTS. (This could be GLOBBO's internal programming... or maybe he's just courteous, who knows?)

Third, kids can't attack if they're on a warp-hole hex. But GLOBBO can attack them!

Fourth (you paying attention still?), GLOBBO's HEAD and BLUE ZAPS can attack kids they're not adjacent to. ZAPS can attack any hex up to three hexes away if they can trace a clear path to it, free of kids, warp-holes, walls, other pieces of GLOBBO, cream cheese, toasters, etc. GLOBBO's HEAD employs a low-grade focussed-sound weapon known as a "burp." GLOBBO's HEAD can burp out to the staggeringly amazing distance of up to FIFTEEN hexes away, but only in a straight line of hexes from HEAD to target (as long as nothing is in the way, same as ZAPS).

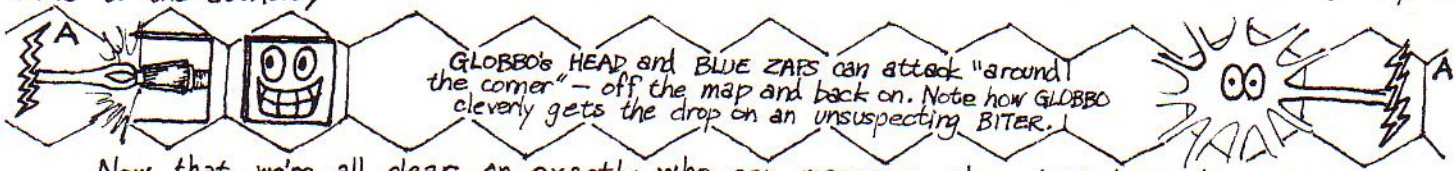


GLOBBO's HEAD can burp this BLIP. (It's a straight line of hexes.)



GLOBBO's HEAD can't burp this BLIP. (Not a straight line of hexes.) Now ZAPS can attack this way, but in this example the BLIP is too far away for a ZAP to reach (four hexes instead of three) so never mind.

Fifth, BLIPS attack the hex they're in — not adjacent hexes. They move atop GLOBBO and try to blow him up directly. In a valiant sacrifice to benefit his fellow kids, the BLIP attacks by exploding. Whether or not the attack is successful, remove the BLIP from play after it attacks, leaving behind only a memory of unbounded devotion. (Cash contributions in the BLIP's memory may be sent to the author.)



GLOBBO's HEAD and BLUE ZAPS can attack "around the corner" — off the map and back on. Note how GLOBBO cleverly gets the drop on an unsuspecting BITER.

Now that we're all clear on exactly who can massacre when, let's learn how attacks are made. It all depends on how many units are attacking and what kind they are. Each kid and each piece of GLOBBO has an "attack strength" it uses to annoy the other side. Here are the strengths. This is complicated so PAY ATTENTION:

THINGIE	ATTACK STRENGTH	WHERE IT ATTACKS
GLOBBO's HEAD	5	Up to 15 hexes away (clear, straight path).
BLUE ZAP	1	Up to 3 hexes away (clear path).
RED SLAP	2	Adjacent hexes only.
BITER	2	Adjacent hexes only.
BLIP	3	Same hex only. Remove after attack.
YEAST	0	Are you crazy? Yeasts can't attack! They can barely stay awake! Stop wasting time and go on!

Got all that? Now, when you want to blow something away, you decide which kids or parts of GLOBBO will help in that attack. Total up their attack strength and roll one 6-sided die. If you roll the total attack strength or LESS, you win, you've attacked successfully, trumpets sound and peasants cheer. Otherwise, you missed. For instance, if two SLAPS gang up on a kid, the total strength is 4. If you (as GLOBBO player) roll from 1 through 4, you hit and the kid is destroyed. If you roll a 5 or 6, well tough, you missed and the kid will probably pulverize you next turn, you miserable failure.

When a piece has attacked, you should turn it sideways or something to show it can't attack again that turn. (But if you missed, and you have other pieces left that haven't attacked yet, you can have another go at the same target.)

IMPORTANT NOTE!: GLOBBO's attacks against YEASTS are automatically successful! Don't even bother rolling the die, OK?

IV. (EXPLODING CHILDREN)

So what happens when an attack is successful?

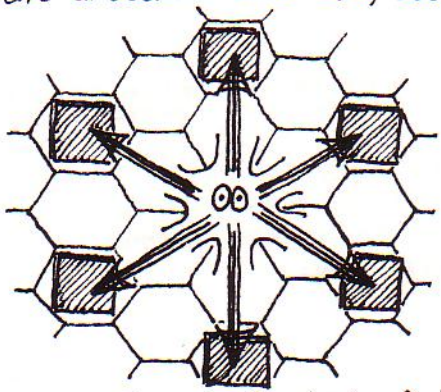
If kids are attacking GLOBBO, that's easy: the piece of GLOBBO that was hit is utterly destroyed, removed from play immediately, and goes off to Machine Heaven to join the everlasting choir invisible. (Cash contributions in GLOBBO's memory may be sent to the author. Checks too.)

Likewise if GLOBBO got a BLIP or a YEAST: they just bite the dust in ordinary fashion and are removed from play. BUT, if GLOBBO has managed to hit on a BITER, it gets complex! BITERS, you see, explode into BLIPS and YEASTS.

When a BITER is hit, it "fissions," producing up to six BLIPS and YEASTS; it's up to Kids Player to decide how many of each he/she wants. A given BITER could produce 4 BLIPS and 2 YEASTS, or 3 of each, or 6 BLIPS and no YEASTS at all, or vice versa, or whatever. The player doesn't have to decide until the actual moment of "fission." Some BLIPS and YEASTS will be destroyed immediately in GLOBBO's attack, but others will survive — to recombine into new BITERS!

"Fissioning" works like this. The BITER that was hit is turned over. At the end of GLOBBO's attacks, Kids Player removes the BITER and places six BLIPS and YEASTS in whatever combination desired, FACE DOWN so GLOBBO player can't see which is which. Then GLOBBO player takes the face-down counters and (don't look now!) moves each one two hexes straight out from the original hex, each in a different direction. Like this, see?

The unfortunate ex-BITER is (or used to be) in the middle.



The other counters are the BLIPS and YEASTS flying two hexes straight out from the explosion. They are face-down. They will be turned face-up when all have finished moving.

The face-down counters can move through (or land on) kids with no effect. They fly over walls. But when a counter enters a hex containing a piece of GLOBBO (and at least one almost certainly will) it must STOP immediately in that hex. After GLOBBO player has finished moving all the pieces from the "fission," they are turned face-up. Now:

If a BLIP from the explosion has entered a GLOBBO hex, both/all pieces in that hex are DESTROYED in the collision.

If a YEAST has entered a GLOBBO hex, the YEAST is destroyed but GLOBBO is unharmed. (Contributions in the YEAST's memory may be sent to the author. All major credit cards honored.)

Remove all destroyed pieces and continue play.

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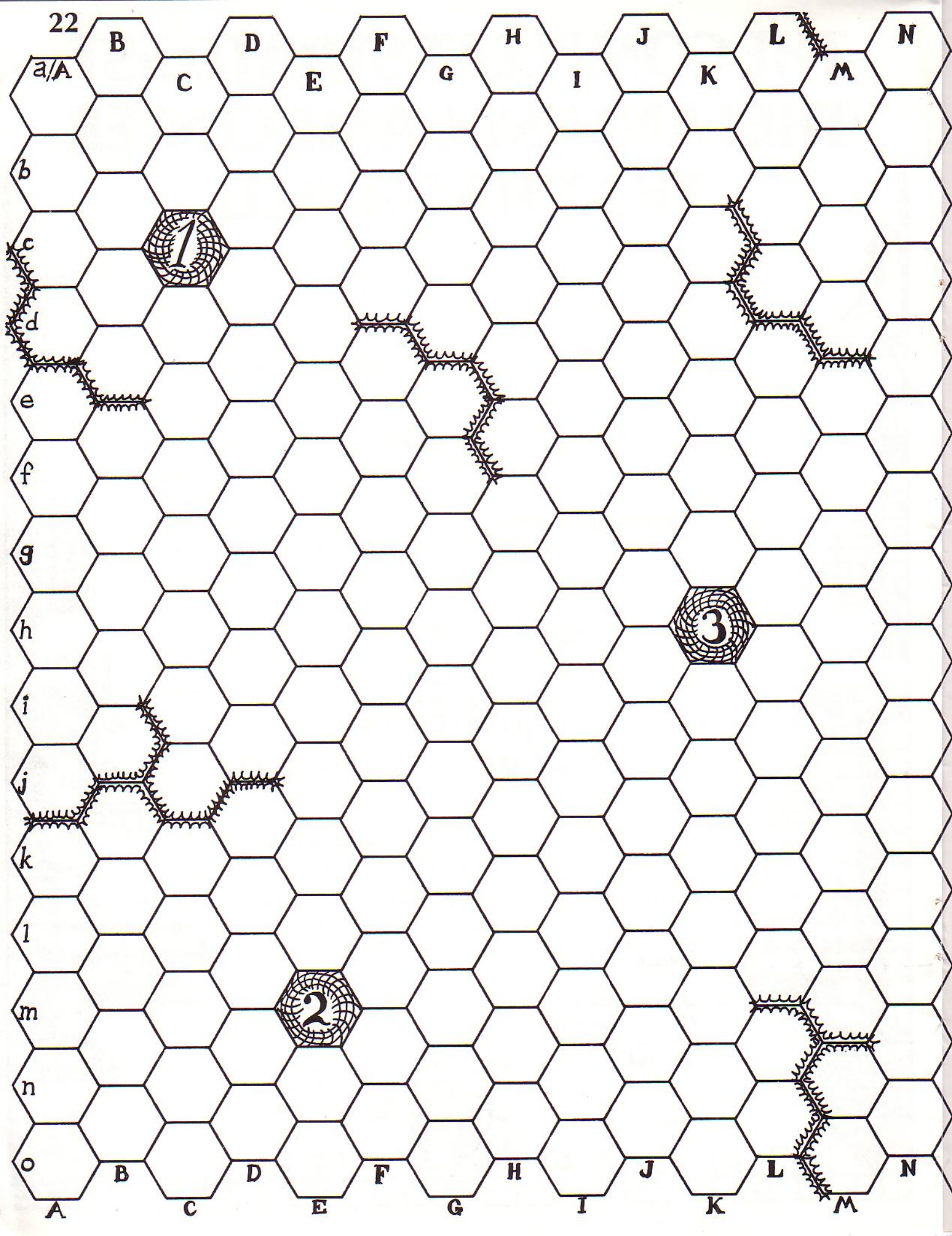
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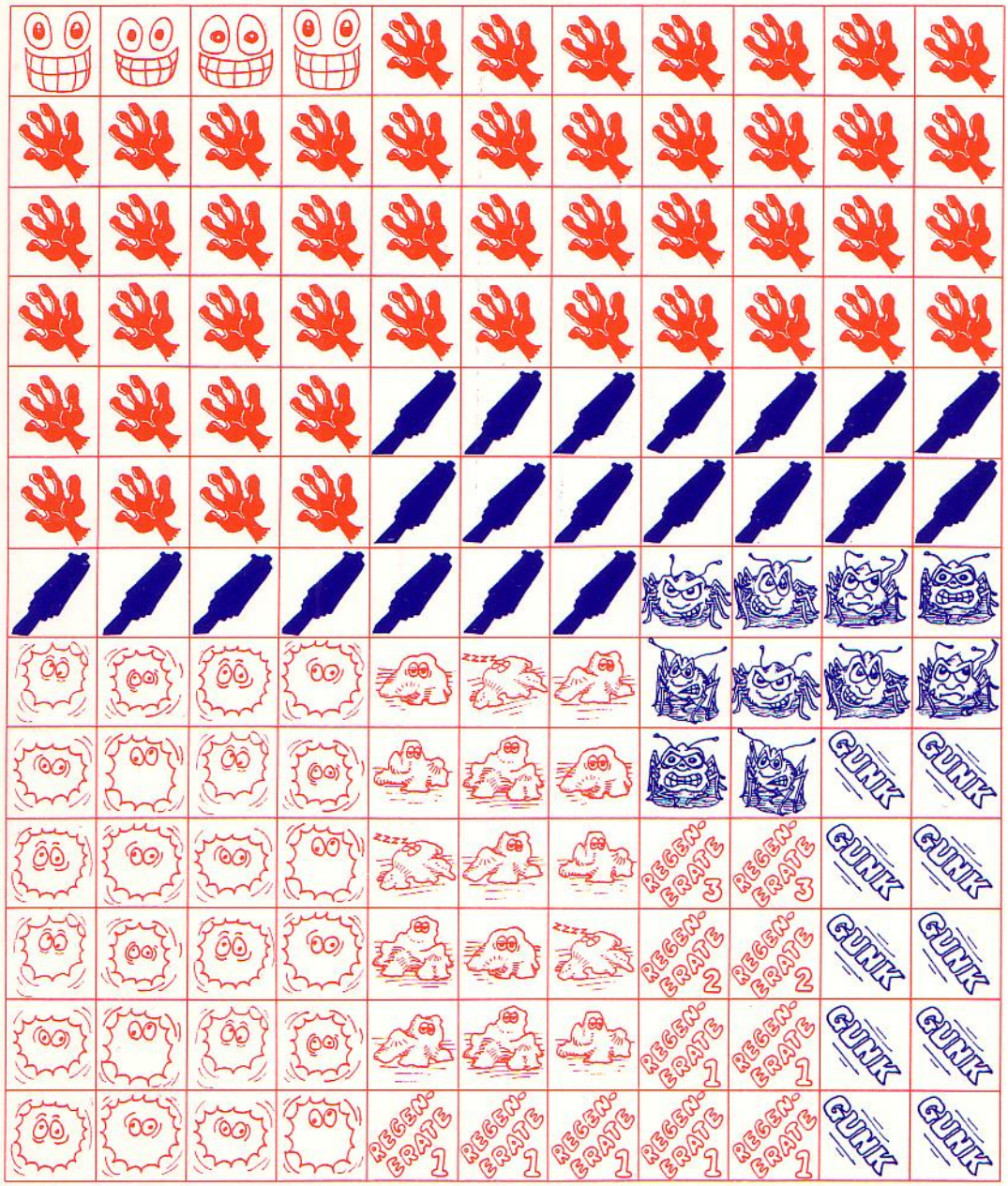
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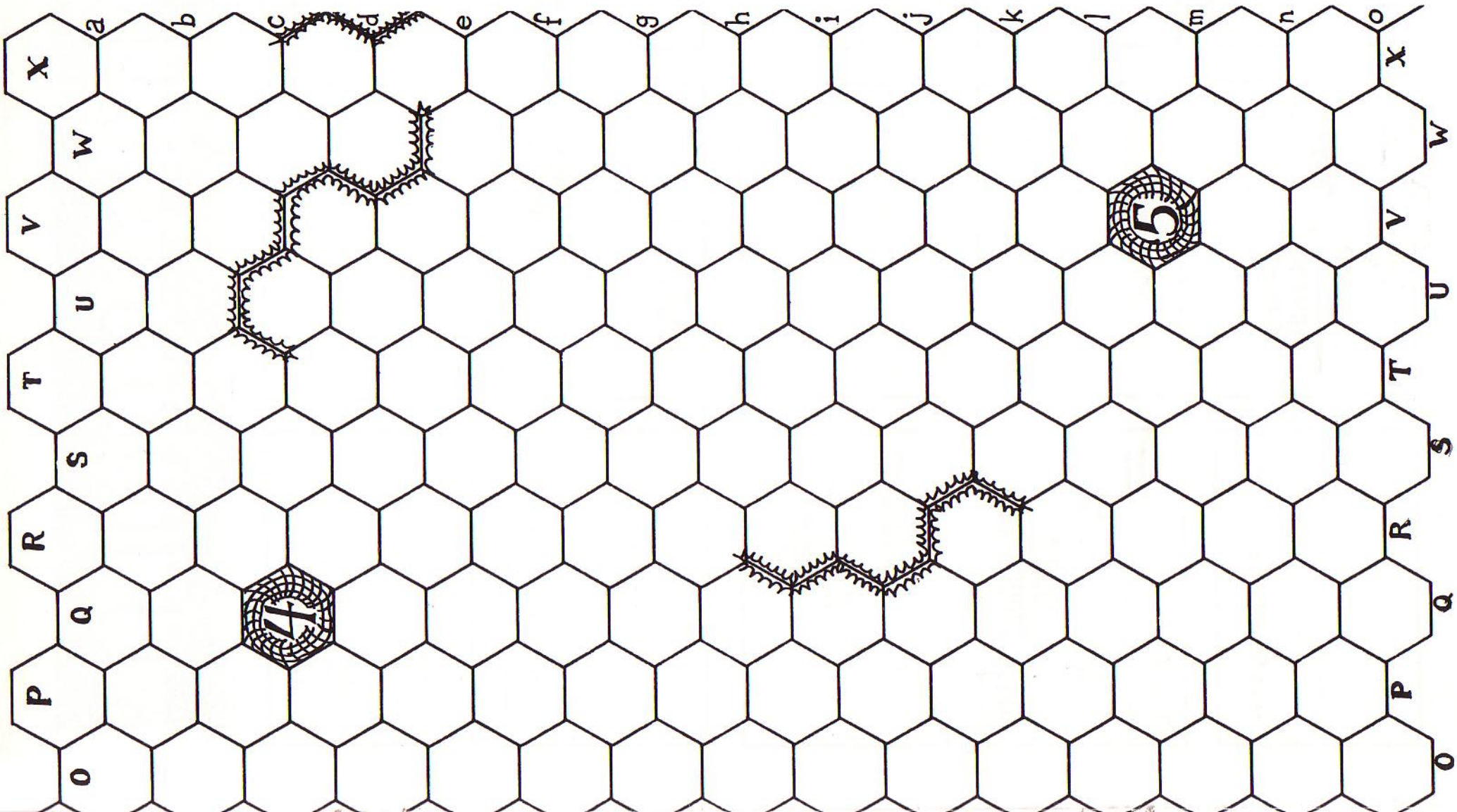
CREDITS:

Game design: Allen Varney
Editing and development: Steve Jackson
Playtesters: David Ladyman, Jim Gould, Kelly Grimes, Chris Frink, Richard Steinberg, Chris Smith
Text and graphics: Allen Varney

GLOBBO is dedicated to CARL BARKS.

THINGIE	MOVEMENT	ATTACK STRENGTH	RANGE	COST TO REGENERATE
	3	5	15	4
	Depends where HEAD is.	1	3	2
		2	Adjacent hexes	1



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If a BLIP or YEAST from an explosion enters a warp-hole, it is sucked down. Roll in the usual fashion to determine where (whether!) it pops up again. If it still has a hex to go from the explosion, move it away from the hole in whichever direction Kids Player wants. (If it's a YEAST, move it away from the hole anyway. No sense letting the poor dumb thing block traffic.)

(RE-COMBINING CHILDREN)

The kids of Ticketa-Koo are troublesome not only because they explode, but because they tend to multiply at a tremendous rate. A BITER explodes into six BLIPS and YEASTS, but it only takes <u>three</u> BLIPS and <u>one</u> YEAST to re-combine into a new BITER! (Negative entropy!) Moving swiftly away from the many difficult moral and legal questions this creates, let's learn what happens in the game to make kids proliferate:

Recombining requires **3** BLIPS and **1** YEAST. When there are three BLIPS and a YEAST in a hex at the end of movement, they immediately re-form into a BITER. The BITER cannot move or attack that turn because it's still disoriented (wouldn't you be?), but if GLOBBO hits it, it will explode into the full complement of <u>six</u> BLIPS and YEASTS, starting the whole unlikely cycle all over again. On the next Kids turn the new BITER moves and attacks normally (if you call that normal).

(GLOBBO REGENERATION)

But WAIT! Our saga is not over yet! GLOBBO can regenerate and grow like an amoeba, even in the thick of battle. At the end of each GLOBBO turn, GLOBBO player gets a "regeneration point," which he/she/it can save or spend as desired. GLOBBO spends points to buy new RED SLAPS, BLUE ZAPS, and even new HEADS.

PRICE LIST	
	A RED SLAP costs **1** point.
	A BLUE ZAP costs **2** points.
	A new HEAD costs **4** points.

(New pieces are placed adjacent to any existing piece, but must end movement subject to restrictions in section III.)

If GLOBBO buys a new HEAD, he divides up like a cell, into two parts. Each part has a head, but otherwise GLOBBO player can divide up the SLAPS and ZAPS as desired. Each part moves independently, and each HEAD starts getting its <u>own</u> regeneration points, one per turn! Pretty soon we'd be hip-deep in GLOBBOs if it weren't for the fact that the kids are multiplying just as fast.

Parts can't be moved between one GLOBBO and another after the new GLOBBO has been created (except that if parts get cut off of one GLOBBO by the kids' attack, another GLOBBO may move to link up with them next turn). At the end of GLOBBO movement, all the GLOBBOs have to be <u>separate</u> from each other to avoid confusion of command control (or something like that). If two or more GLOBBOs end a turn <u>connected</u>, however circuitously, <u>Kids</u> player gets to remove any connecting pieces before they attack! It has to be the absolute minimum number necessary to break the connection, but beyond that it can be any connecting piece(s) the kid wants!

(GETTING STARTED)

I know by now you're champing at the bit to actually play a game of GLOBBO, so here's how you go about it.

GLOBBO player gets **1** HEAD, **6** BLUE ZAPS, and **12** RED SLAPS. He sets up <u>first</u>.

The HEAD starts in any hex at least six hexes away from a warp-hole. It's surrounded by the six ZAPS, and these are in turn surrounded by the twelve SLAPS, so that two concentric rings are formed around the HEAD.

Kids player then gets **6** BITERS, which can be scattered around the map or lumped together as desired, at least three hexes away from GLOBBO and from any warp-hole.

The sequence of play goes like this:

1. GLOBBO moves. At the end of his move, unconnected GLOBBO pieces die.
2. GLOBBO attacks. He can do his attacks in any order he wants to.
3. BITERS explode. Pieces of GLOBBO hit by BLIPS are removed, along with the BLIPS that hit them. YEASTS that hit GLOBBO are removed (awww...).
4. KIDS move.
5. KIDS attack. Kids, like GLOBBO, make attacks in any order.
6. Each GLOBBO HEAD gets a regeneration point.
7. GLOBBO builds new parts if he feels like it.

GLOBBO wins by destroying all the kids.
The kids win by destroying GLOBBO's HEAD (s).

If the winning side has <u>more</u> pieces than it began the game with, this is a HUMILIATING TOTAL VICTORY and the winner is allowed to jump up and down and laugh like a donkey at the loser.

IX. (EXTRAS)

Say you've played GLOBBO seventy-five or eighty times now and you're looking for new worlds to conquer. Fear not, here are some additional wrinkles to make your games fresh and invigorating.

Both GLOBBO and the kids get to pick certain advantages before the game begins. Each advantage is worth a certain number of "grades." Both players pick the same total number of grades of advantages. Kids Player picks from Column A; GLOBBO Player picks from Column B. In a <u>4</u>-grade game, say, Kids Player might pick FREE WILL (worth **2**) and YEAST MOBILITY (also worth **2**), while GLOBBO player could choose, oh, DOUBLE REGENERATION (worth 4 all by itself). Column A balances Column B. Since you don't have to reveal your choice(s) until both players finish choosing, sometimes choices may cancel each other out.

Here are the lists:

COLUMN A (KIDS)	GRADES	COLUMN B (GLOBBO)	GRADES
TOUGH BLIPS	1	SLAP-HEAD INTERFACE	1
GUNK	1	SLAP-ZAP INTERFACE	1
FREE WILL	2	FLEXIBLE HEAD	2
JUMPING	2	CONNECTING	2
BITERS SPIT	2	GENETIC ENGINEERING	2
YEAST MOBILITY	2	FASTER	2
SHORT RANGE	3	RANGED SLAPS	3
FEWER BLIPS	3	SCORCH	3
PROLIFICITY	4	DOUBLE REGENERATION	4

Explanations:

TOUGH BLIPS: BLIPS floating over a RED SLAP or BLUE ZAP are attacked normally instead of with GLOBBO's +1 strength advantage. But this doesn't apply to GLOBBO's HEAD, which still automatically destroys any BLIP dumb enough to float over it.

GUNK: BITERS may remain motionless for a turn and excrete a strong internally-produced adhesive. This sticky gunk can temporarily immobilize any unit that later enters that hex. At the end of kid movement, the motionless BITER removes to an adjacent hex and places a "GUNK" marker on the hex it just vacated. Thereafter, any BITER (or mobile YEAST) or piece of GLOBBO that enters the gunked hex must stop until it can pull loose on a later turn. Kids pull loose on a die-roll of 4 or less. GLOBBO pulls loose on a roll of 2 or less. If you fail to pull loose, you can't move that turn; roll again next turn. When you pull free, remove the "GUNK" marker and treat the hex normally again. Kids can't gunk a warp-hole.

FREE WILL: Kids entering a warp-hole can choose which warp-hole they emerge from.

JUMPING: BITERS can "jump" to another hex up to four hexes away... particularly useful to have when GLOBBO chooses CONNECTING. Jumping BITERS can cross over walls, but when they jump over a piece(s) of GLOBBO, they get attacked at +1 (whether or not you chose TOUGH BLIPS!) by each GLOBBO piece jumped directly over.

BITERS SPIT: BITERS can attack targets up to two hexes away. Only one attack per BITER per turn, and only one target per attack. BITERS can't spit through walls, warp-holes, or hexes occupied by other units.

YEAST MOBILITY: YEASTS move one hex a turn. Still can't attack, though.

SHORT RANGE: BLIPS and YEASTS thrown from a BITER explosion move only one hex away, not two. Things can become tough for GLOBBO unless he chose SCORCH.

FEWER BLIPS: Only two BLIPS and a YEAST are needed to re-combine into a BITER, instead of three BLIPS and a YEAST.

PROLIFICITY: Fissioning BITERS produce, not six, but eight BLIPS and YEASTS. The two "extras" stay in the hex where the BITER blew up.

SLAP-HEAD INTERFACE: GLOBBO can finish movement with RED SLAPS adjacent to his HEAD if he wishes.

SLAP-ZAP INTERFACE: BLUE ZAPS can be adjacent to RED SLAPS (only) when GLOBBO finishes moving, instead of having to be next to the HEAD or another ZAP.

FLEXIBLE HEAD: GLOBBO's HEAD can burp any hex at any distance, instead of having to trace through a straight line up to 15 hexes long. GLOBBO's "line-of-sight" to the target hex must be clear of obstacles and warp-holes and cannot "bend" around the edge of the map more than once.

CONNECTING: GLOBBOs controlled by separate HEADS can "link up" without penalty. All rules about "what can touch what" still apply.

GENETIC ENGINEERING: Before the game starts, GLOBBO player can make Kids Player specify how many BLIPS and how many YEASTS every BITER will fission into during the game. If Kids Player chooses, for example, "4 BLIPS and 2 YEASTS," then thats how many of each every BITER explosion will produce that game.

FASTER: GLOBBO's HEAD can move up to four hexes a turn, instead of three.

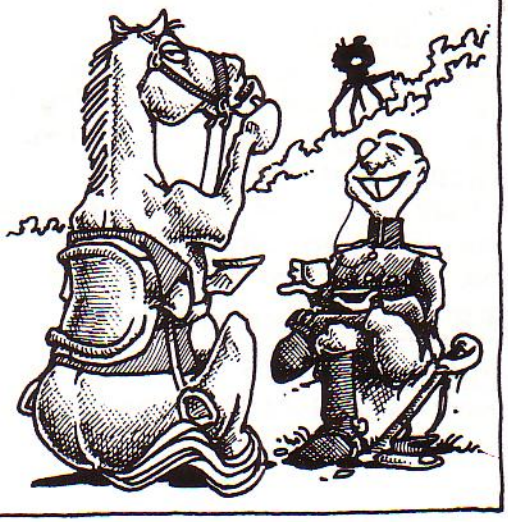
RANGED SLAPS: RED SLAPS can attack at up to two hexes distance, providing no obstacles are in the way of the target. (Very good against BITERS SPIT.)

SCORCH: GLOBBO has radio control of a concealed laser beam, usable three times in a game. GLOBBO must remain motionless, without attacking, during his turn to activate the Scorch. The Scorch will destroy all kids in a single hex — BITERS in that hex are not allowed to fission! Scorch can be used only once per turn and GLOBBO may do nothing else that turn. Any hex can be Scorched except those containing pieces of GLOBBO. But remember! Only three SCORCHES a game!

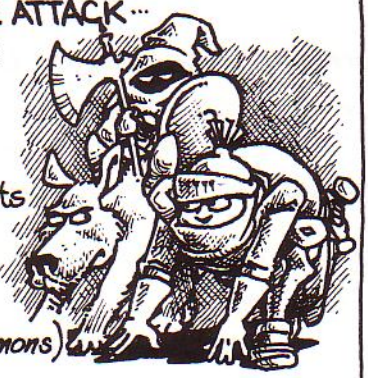
DOUBLE REGENERATION: GLOBBO gets 2 regeneration points per turn. Goodbye!

Murphy's RULES

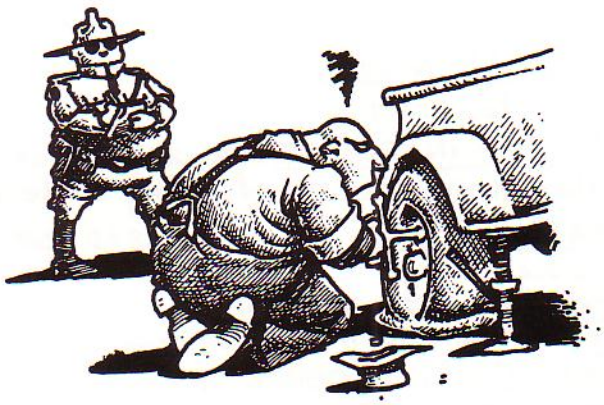
IT'S STOPPING FOR TEA THAT DOES IT...
Britain's heroic defenders in TFG's WAR OF THE WORLDS march to the battle at four miles per day. Cavalry, on the other hand, moves at a breakneck five miles per day.



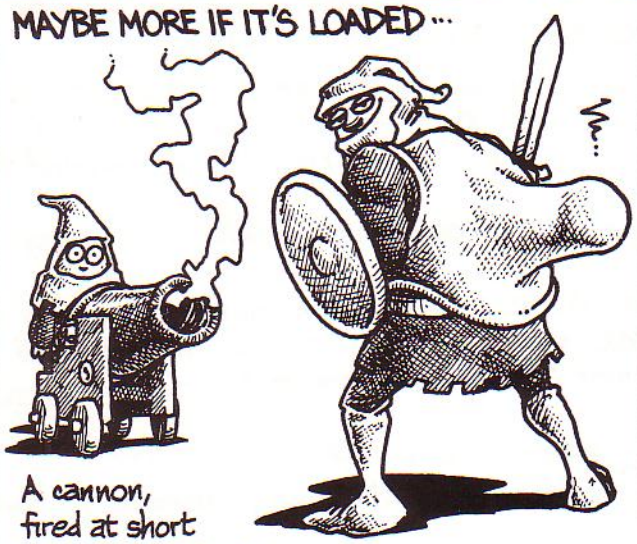
CRAWLING TO THE ATTACK...
In Metagaming's THE FANTASY TRIP, a dire wolf carrying a goblin and fighting accoutrements moves about as swiftly as a human fighter in full plate armor. (...Ed Simons)



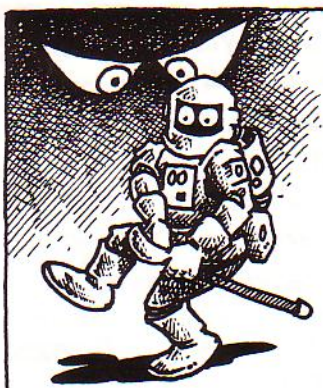
BOOMLEGGER REVERSE...
A real-life bootlegger in SJ Games' CAR WARS, assuming standard tires, will generally blow out at least one tire when a bootlegger reverse is performed. (...Jim Simons)



MAYBE MORE IF IT'S LOADED...



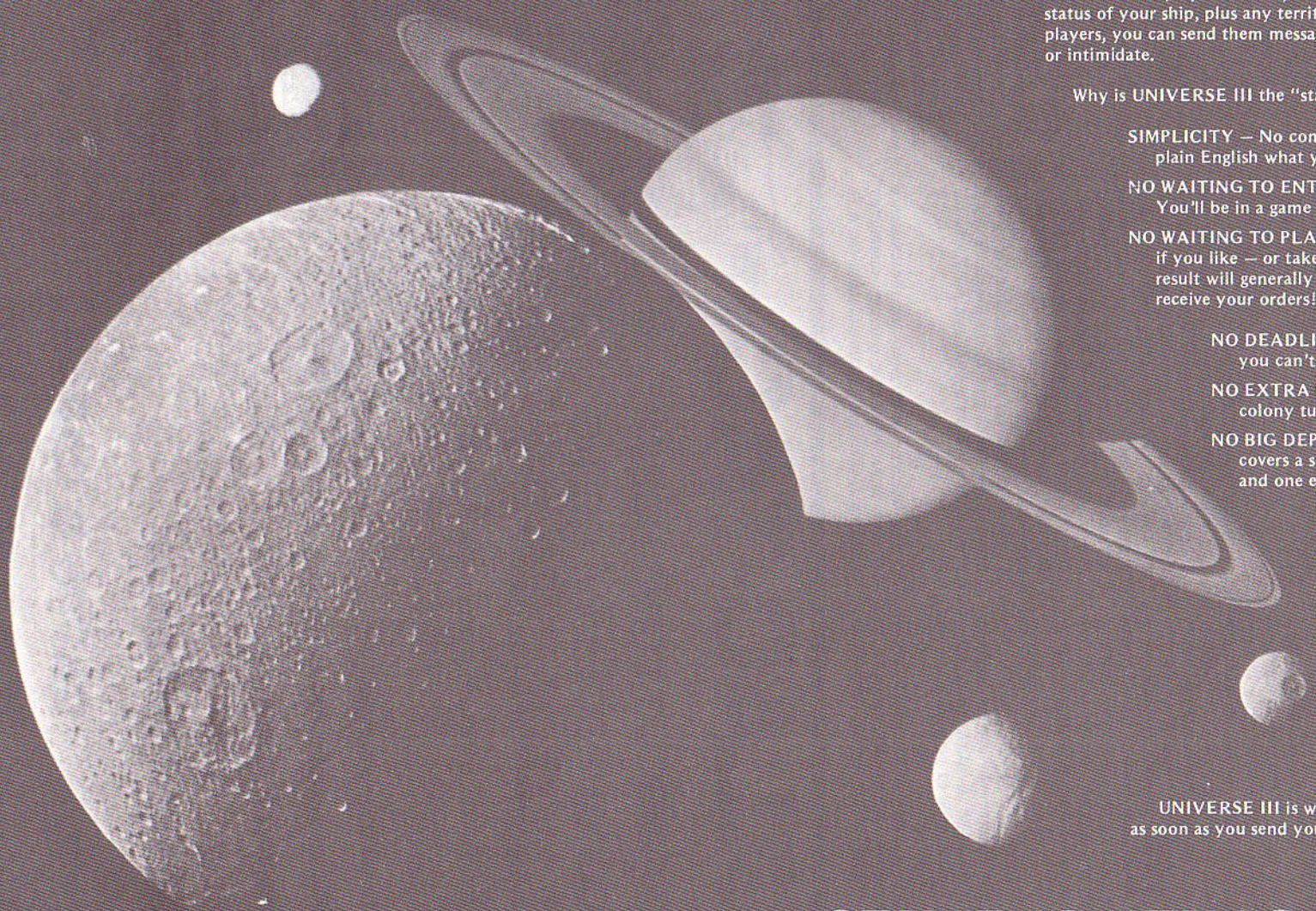
A cannon, fired at short range into a target in TSR's ADVANCED DUNGEONS & DRAGONS, does 3-12 points of damage -- enough to kill the average first-level fighter, but not enough to make an experienced one stumble.



WHICH IS WHY YOU GET 'EM CHEAP...
In SPI's UNIVERSE, the sword is prohibited from use at any combat range. (...Trevor Graver)

BEN SARGENT...

UNIVERSE III



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Letters

Don't try to be another computer game magazine; the market is presently saturated with these. I'd rather not see you waste your time. Of course, I do like your reviews, computer-oriented or not. But I also think that if what you can offer in the computer field is really good and original . . . then go ahead. But don't feel that you have to try.

Bruce Berrien
Atlantic Highlands, NJ

Actually, we do *want to resume regular coverage of computer gaming – not as a dominant section of the magazine, but rather as a regular column along the lines of what* Metal *does for miniatures – industry coverage, upcoming releases, state-of-the-art commentary, etc. It's true that there is a glut on the computer-games magazine market, and we don't intend to add to it – but neither do we want to deny coverage of the field.*

–AA

Having just finished reading the maligning review of ***Man, Myth & Magic*** (issue 60), I found that I must write to you and make you aware of my displeasure.

Man, Myth & Magic is my club's favorite role-playing game. Admittedly, it was not so at first, it took a few playing [*sic*] for the beautiful subtitles [*sic* – subtleties] to emerge. The person who wrote the review has obviously not yet grasp [*sic*] the concepts that are within the game.

If you continue to publish such nonsense, how are we, your readers, to continue to trust your reviewers, or more importantly, your editors?

John Bowen
Maitland, FL

That's "editor." Singular.

I think the issue here is not whether the criticisms in the review were invalid or not, but whether the game is enjoyable in spite of them. Of you and the two or three others who also wrote in on the MM&M review, not one person addressed or disputed any of the criticisms therein. Our evaluation of the game before and after the review was received tended to confirm that there were certain problems with rationale and design.

However, it's just as obvious that people are enjoying MM&M in spite of the problems noted in the review. That's a good sign for Yaquinto.

–AA

As welcome as it is to see the existence of the large Australian gaming community recognised, there are certain points in Dr. A.D. Young's article, "Gaming Up Over" (TSG 57), which need clarification or correction.

i. While Dr. Young's point about the success of *Breakout* magazine is well-taken, there are several existing magazines catering to gaming in Australia. The Canberra Wargames Society's *Charge,* MUDDA's *The Devil's Advocate,* and SAHW's *Rallying Point* all have circulations in the hundreds, and the new SF gaming magazine *Streetwise* is sure to become popular.
ii. This ushers in the second issue raised by Dr. Young's article. His suggestions that ***T&T*** is the second-most popular game is not only incorrect, but laughable. At the recent Canberra Games Convention (one of the *three* major Australian conventions), we were unable to find *any* ***T&T*** players, and the people there knew of only about five players in the whole country. Few of the mainstream gamers had even tried the system. ***Traveller*** is undoubtedly the number-two game in Australia, and games such as ***DragonQuest***, ***RuneQuest***, and ***TFT*** would be found far more popular than ***T&T.***
iii. PBM gaming is alive and well in Australia. Games Systems' ***Cluster*** campaign based in Canberra has over 300 members in Australia, New Zealand, Japan, and elsewhere, and is expanding at top speed.

I write as a representative of the Australasian Role-Players' League, a recently-formed confederation of Australian gaming clubs, representing over 700 Australian gamers.

Nicholas J. Cowell
A.R.P.L. President

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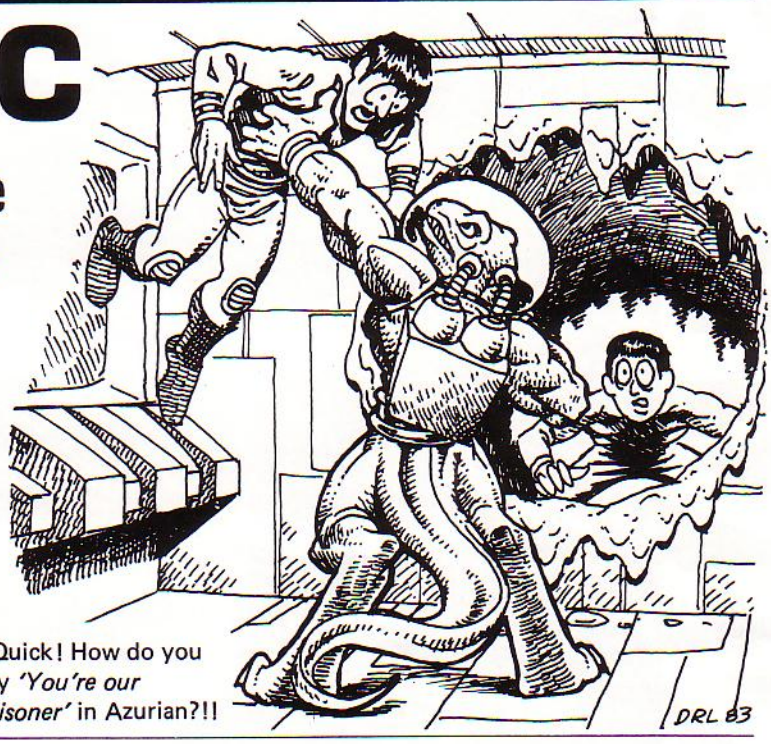

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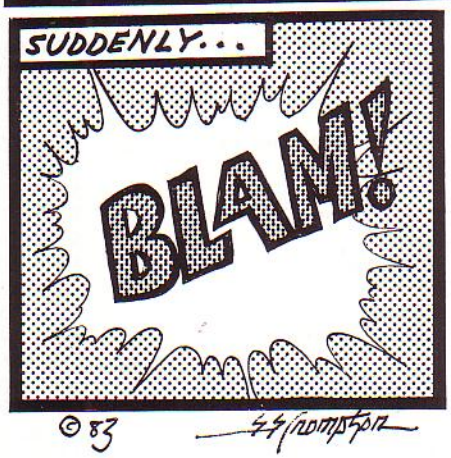
Counter Intelligence

by Aaron Allston



First, the big news.

The Space Gamer is splitting into two separate magazines starting with the June 1983 issue. *The Space Gamer* will continue to publish articles, reviews, fiction, scenarios, all as before – but only on science fiction gaming topics. The companion magazine, *The Fantasy Gamer,* premiering in July 1983, will concentrate mostly on fantasy role-playing – with articles, adventures, reviews, and fiction with an FRP bent. Each magazine will be bi-monthly to start with.

Why split the magazine? This was a question we wrestled with over a period of many, many months. The main reason is because TSG, with its wide-based focus on the gaming field, has begun to stagnate. The articles are well-received, the graphics have improved noticeably (mainly thanks to the efforts of Pat Mueller and our increased capacity for photograph use), the flow of articles, reviews, and scenarios has become steady and reliable – and the magazine isn't going anywhere.

With the tightened focus available to us now, we should be able to provide the reader more of what he wants in either gaming milieu. *The Space Gamer* reader will be able to wallow in the strategy and tactics of his favorite science fiction boardgames, articles and adventures for preferred science fiction RPGs, and browse through reviews of SF games, RPGs, PBMs, even novels and movies. *The Fantasy Gamer* reader will be able to use articles from each issue for whichever FRPG he's currently enjoying, and TFG will feature articles on specific games: ***D&D, AD&D, TFT, T&T, DragonQuest, RuneQuest, Call of Cthulhu,*** and much more. It will be the only role-playing magazine not tied to a specific system (even our own, when it finally does emerge), but covering all. Articles on other types of fantasy games will also be presented.

On the bind-in card in this issue, subscribers may choose to receive the remainder of their subs with *The Space Gamer* only, *The Fantasy Gamer* only, or evenly split between the two. We hope most of you will take the latter course and see what TFG is all about. All lifetime subscribers, of course, will now be receiving lifetime subs to *both* magazines – and any *new* lifetimers sending in their $250 before June 1 will also receive the same deal.

More details will be in this issue's *Where We're Going* and future *Counter Intelligences.* The next few months should be very interesting ones . . . we hope you enjoy.

Convention News

We've just straggled back from WarCon '83, a wargaming convention held at Texas A&M University. It's a small con, but a fun one. Especially notable at WarCon (to the dealers, at least) were the efforts of dealers' room organizer John Haight and his crew on behalf of the companies showing their wares. John and company made regular change and food runs and waged an unceasing struggle to have the icy dealers' room warmed, a struggle in which he succeeded, much to the delight of the refrigerated vendors. Thanks, folks. Our ***Truck Stop/Convoy*** tournament there was won (surprise) by David "Kong" Heiligmann, the perennial ***Car Wars*** offender whose likeness appears on the back cover of the original game.

May's TSG will expose:
The 1982 Game Survey results;
"The Haunting of Harkwood," generic FRP adventure amidst tournaments and intrigue;
"Star Mail," a featured reveiw by W.G. Armintrout of three space PBMs;
Damage rules variant for TOP SECRET; and
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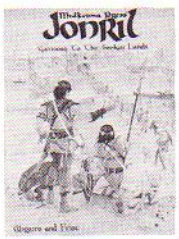

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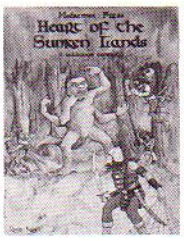

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METAL

by John Rankin

Our miniatures survey appeared in issue 57 of *The Space Gamer*. 105 replies were received. The first 24 questions were designed to tell us who you are, what you play, and how you get what you play with.

	%Y	%N
1. Do you use miniatures in your gaming?	86	14
Do you regularly play:		
2. 25 mm fantasy?	71	29
3. 15 mm fantasy?	8	92
4. 25 mm science fiction?	23	77
5. 15 mm science fiction?	31	69
6. Space ships (any scale)?	33	67
7. Science fiction micro-armor?	28	72
8. Cardboard miniatures?	43	57

Lords of the Dark Horse

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Do you game with miniatures in these historical periods?

9. Pre-20th century	38	62
10. World War II	29	71
11. Modern era	35	65

The number playing with 25 mm fantasy figures is not surprising. What is surprising is the strong showing made by historicals. In fact, 57% of the replies contained a "yes" response to at least one historical period.

12. How much do you spend in a year on miniatures? Average: $50-$75
13. How much do you spend in a year on miniature accessories, terrain, paints, brushes, magazines, etc.? Average: $25
14. How old are you? Average age was 24, divided as follows: 17 and under, 20.9%; 18-24, 34.6%; 25-30, 23.4%; 31-39, 17.2%; 40 and over, 3.8%.

What percentage of your miniatures are purchased through

15. direct mail-order?	20.8
16. hobby shops specializing in games?	56.6
17. general-interest hobby shops or toy stores?	11.9
18. department stores or military base exchanges?	2.4
19. convention exhibitors?	8.3

All following questions are answered on a 1-9 scale, with 9 being the highest rating. The number in parentheses is the percentage of respondents who, for whatever reason, did not feel qualified to answer the question.

On questions 20-24, rate the amount of influence each of the following criteria has on your miniatures purchases.

20. Personal examination	8.3 (1.2)
21. Friends' recommendations	4.1 (3.6)
22. Retailers' recommendations	2.8 (8.4)
23. Magazine reviews	4.8 (0.0)
24. Magazine advertising	3.9 (3.6)

Now comes the heart of this survey . . . In your rating of the following miniatures manufacturers, include your own opinion regarding sculpting, animation, quality control, packaging, availability, price, and anything else you consider important to the overall reputation of the company. If the company also publishes games, rate only the miniatures side of the business.

Ral Partha	8.1 (6.1)
Superior	7.1 (47.6)
Citadel	7.0 (28.0)
C-in-C	7.0 (69.5)
GHQ	7.0 (40.2)
Steve Jackson Games	7.0 (25.6)
Martian Metals	6.8 (8.5)
T-Rex	6.7 (65.9)
Task Force Games	6.3 (57.3)
Dragon Tooth (Tom Loback)	6.2 (50.0)
Grenadier	6.2 (17.0)
Heritage U.S.A.	6.1 (20.7)
Broadsword	6.0 (56.0)
Mike's Models	6.0 (71.9)
Valiant	5.9 (61.0)
Hinchliffe	5.8 (54.9)
Miniature Figurines. Ltd. (Minifigs)	5.8 (30.5)
Rafm	5.8 (69.5)
Asgard	5.6 (57.3)
Fantasy Games Unlimited	5.6 (62.1)
Garrison	5.5 (71.9)
Stan Johansen	5.5 (72.0)
Archive	5.4 (39.0)
Saxon	5.2 (80.5)
Castle Creations	5.0 (63.4)
Enola Games (Navwar-Ros/Heroics)	5.0 (75.6)
Zocchi (Gamescience)	5.0 (70.0)
Masterpiece	4.9 (82.9)
Dunken Co.	4.7 (85.3)
Eisenwerk	4.6 (69.5)
Ta-Hr	4.5 (86.6)
Adina	2.5 (87.8)

The following eight ratings are for specific lines by well-known companies.

Ral Partha: *Fantasy Collector Series / Personalities*	7.9 (15.9)
Citadel: *Fiend Factory / Fantasy Tribes*	6.9 (45.1)
Martian Metals: *15 mm Traveller / Dragonslayers*	6.8 (19.5)
SJ Games: *Cardboard Heroes*	6.8 (22.0)
Superior: *Wizards and Lizards*	6.7 (62.2)
Grenadier: *Advanced Dungeons & Dragons*	6.0 (18.2)
Heritage U.S.A.: *Dungeon Dwellers / Knights & Magick*	5.7 (18.2)
Minifigs: *World of Greyhawk*	5.5 (40.2)

Finally: Rate this column.

Metal	7.4 (1.0)

For the nice rating; but more particularly for the time each of you took to answer this survey – my sincere thanks. Incidentally, the winner of the drawing for survey respondents is Thomas Cornwell of Bluefield, WV. Thomas wins a $50 gift certificate from SJ Games for his trouble.

Epitaph

Heritage U.S.A., after a long illness, passed away in Dallas, Texas, in late January. Survivors include Howard Barasch and David Helber (who will become independent game consultants), Ed Andrews (who will distribute software), Max Carr (freelance figure design), and Arnold Hendrick (now a designer for Coleco). Good luck, guys.

Correction

In a recent column I incorrectly stated Alnavco to be the only distributor of Superior Models. Humble apologies to Woody Bennett. Superior figures are also available from:

Coulter-Bennett
12158 Hamlin Street
North Hollywood, CA 91606

Where We're Going

If you haven't already read Aaron's *Counter Intelligence* column, you need to turn back to page 31 and catch it. Now. Otherwise, what you're about to read won't make much sense.

* * *

All right. Back with me? Good.

I'm actually looking forward to the new "twin magazines." I think it'll give us a chance to reach a lot more people – while keeping our long-time readers happy as well. Consider: If you like TSG the way it is now, you can subscribe to both magazines . . . and you'll still have one new issue a month, with a mix of coverage. You'll get all fantasy one month, and all science fiction the next. But it'll even out.

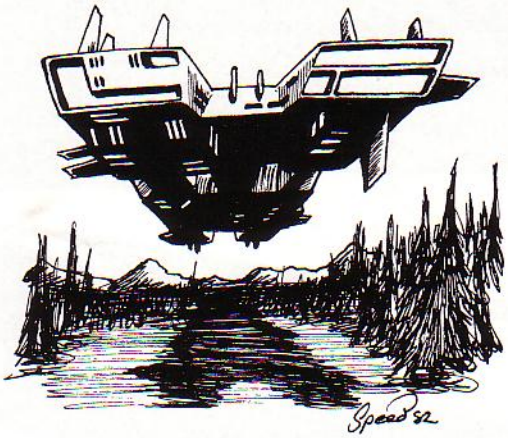
But the factor which really pushed us to make the change was this. Many gamers out there are "specialists." Maybe they're only interested in one or two games. Maybe they like several games – but all of the same general type. Let's face it: That kind of reader probably won't buy TSG as it's currently published. Why should he subscribe to a magazine that carries only one or two interesting (to him) articles and reviews each month? No . . . he'll read it at the newsstand, buying the occasional issue that concentrates heavily on his own interests.

But with the new "twin" format, the science fiction fan will be guaranteed six issues a year that he *really* likes – all the way through. So will the fantasy fan, because they'll be different magazines! We expect the combined circulation of the two magazines to be well over current TSG levels in a year. More readers means more participation, more interesting material, and more pages . . . so we all win. I hope. It seems like a good theory, so we'll give it a try.

Spring Releases

Now available are *Cardboard Heroes* red bases, just like the black and white plastic ones we offer now; $3.00 per set.

Four other items are in the works as



planned "spring releases." I can't give dates for any of them yet, though . . . and some of them may spill over into the Origins release package. We'll see.

Car Wars Expansion Set 2: East Midville is two 21" by 32" street maps that fit to the Midville maps from ***Sunday Drivers.*** If you thought the ***Sunday Drivers*** map was big when you got it, just wait until you see what the expansion does. This set also includes scenarios and – by popular demand – one full-color "wreck" counter for each of the 16 original cars in the ***Car Wars*** set. $3.00.

Car Wars Expansion Set 3: Armadillo Autoduel Arena is two 21" by 32" maps forming a giant-sized arena. Also includes a two-sided cardboard "turning key" to make maneuvering easier (subscribers saw this on the mailer cover a few issues back) and several new vehicles and arena scenarios. $3.00.

Car Wars Referee's Screen – all the charts and tables you need for ***Car Wars,*** plus a new, more detailed system of simulating crashes and collisions . . . all on one cardboard screen with three 8½" by 11" panels. If we can find a way to get the cost down, we'll also include a pad of vehicle planning and record sheets. Probably $5.00.

Cardboard Heroes Fantasy Set 11: Player Characters II is 40 more player-character figures from the demented minds of our staffers and the skilled hand of Denis Loubet. $3.00.

See You Wherever . . .

A final note: We're stepping up our convention participation in 1983. We are going to try to make it to more conventions – both wargame and science fiction cons – than ever before. We'll be hitting medium and large conventions regularly, and for smaller cons, though we may not be able to come, we can usually sponsor tournaments and offer prizes.

–Steve Jackson

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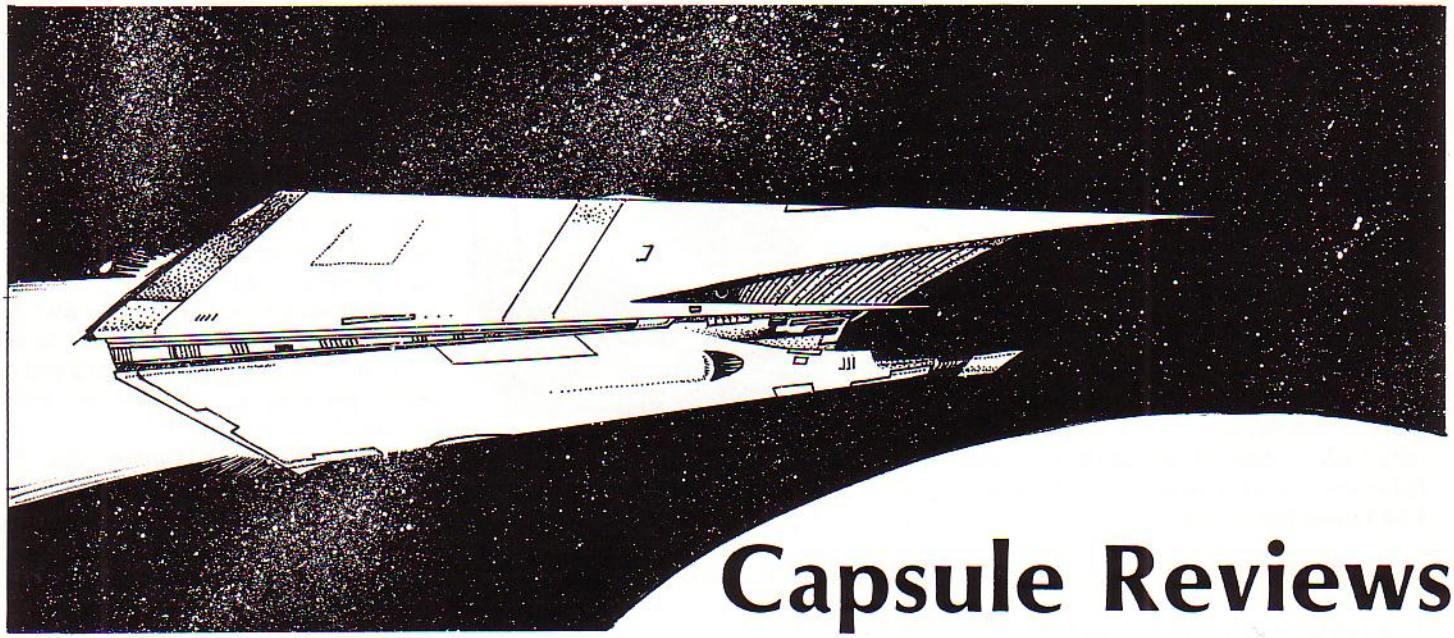


Capsule Reviews

THE SPACE GAMER reviews board games, role-playing games, computer games, video games, and game supplements. We review play-by-mail games if a reviewer is enrolled. We will review any science fiction or fantasy game if the publisher supplies a copy. We do not guarantee reviews of historical wargames. TSG may publish a review of a game we are not sent – IF a reader submits a review.

The staff will make reasonable efforts to check reviews for factual accuracy, but opinions expressed by reviewers are not necessarily those of the magazine. For information on writing reviews for TSG, see "Writing Reviews for THE SPACE GAMER" further on in this section.

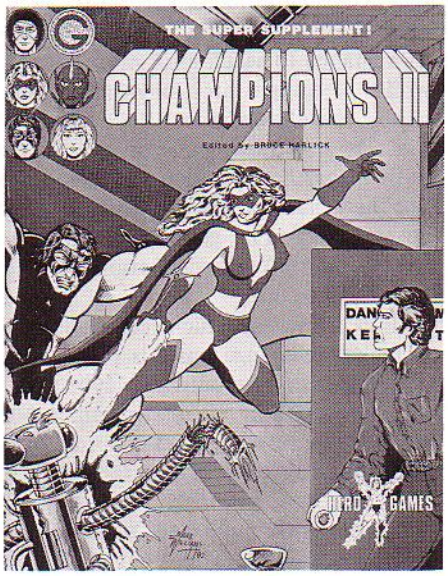
Games and game items for which we have assigned or received reviews include ***Adventure Class Ships Vol. II,*** (The) ***Alien, Ascent to Hell, Atlantis, Ballots & Bullets, Cards of Power, Cosmic Ark,*** *Crystal Caverns, Dark Crystal* miniatures, ***Darkling Ship, Death to Setanta, Droids, Earthwood, Encounters,*** *Endless Quests,* ***Feudal Lords, Final Conflict, Fire Fighter, Ganglord, The Glastonbury Labyrinth, HexChess, Iceberg, Illuminati Expansion Sets 1*** and ***2, Kingdom of the Sidhe, Laser Bounce, Lost Colony, Newgrange Reactivated, Opponents Unlimited, Pitfall, Player Boards, Rolemaster, San Succi, Shuttle Intercept, Silverdawn, Space Jockey, Star Trek*** (PBM), ***Star Trek*** (RPG), ***Star Venture, Swordbearer,*** *Through Dungeons Deep,* and ***Warboid World.***

Games and game items for which we are seeking reviews include ***Against the Cult of the Reptile God, Aztec, Battlemats, Battlesuit, Bavenlon: Danger in the Dark Forest, Behind Enemy Lines, Blizzard Pass, Boarding Party, Book of Treasure Maps III, Cassiopeian Empire,*** revised ***Champions, Complete Dungeon of the Bear, Corsairs of Tallibar, Curse of Xanathon, Danger at Dunwater, Demons of Dundurn, Dragon Rage, Druids of Doom,*** *Encounter,* ***Epidemic, Famine in Far-Go, Fasolt in Peril, Galactic Adventures, Gangster, Ghoulash, Goblin, Heroes and Villains, High Ranger Guard, Illuminati, Interstellar Wars, Kamakura,*** Letters Mapstamps, ***M.I.S.S.I.O.N., Necromancer, Oracle, Pirates of Hagrost, Questers, Question of Gravity, Questworld, Recon, Runes, Sanctuary, Search for the Lost City, Shield Maidens of Sea Rune, Society of Sorcery, SoloQuest II (Scorpion Hall), Spectre, Star Explorer, Star Sector Atlas 2, Starfleet Voyages,*** Castle's *Super Heroes,* Castle's *Survival Force,* ***Thieves' Guild 7, Thirty-Sided Dice Gaming Tables, Tome of Mighty Magic, Truck Stop, Tubeway, Volturnus/Planet of Mystery, Voyager I, Warrior, Warrior-Lords of Darok, Weapons & Castles, Witches Court Marshes, Wizard's World, Wondrous Weapons,*** and ***The World of Silverdawn.***

SUPPLEMENTS

CHAMPIONS II (Hero Games); $9.95. Edited by Bruce Harlick. Supplement to ***Champions*** (preferably revised version); 8½ x 11" 80-page booklet. Illustrated. Published 1983.

The first rules supplement for the best superhero RPG, CHAMPIONS II features new skills and powers (such as Escape Artist and Energy Absorption), enhancements for the combat system, rules for designing headquarters and vehicles, numerous charts and descriptions, some useful record sheets, and short articles discussing things like normals, nonplayer characters, experience points, the law, money, and (certainly not least) "Campaigning ***Champions***" by TSG editor Aaron Allston.



A lot of hard data and good advice, combined with a refreshingly tongue-in-cheek approach, make this supplement useful for both referees and players. How do you take damage from electricity? Dive for cover? Pilot a 747? It's all here, along with imaginative and flexible HQ rules, a nice set of generic normals, a really keen suit of powered armor, and ace reporter Jimmy Dugan. The text is concise and complete, a Hero Games trademark.

Unfortunately, other Hero trademarks are present as well: garish cover, blah layout and graphics, sloppy proofreading, and Mark Williams' stiff and distorted illustrations (it would be nice if he took a couple of anatomy classes). Interesting topics like "Danger Rooms" are glossed over, while the Condensed Power Listing is simply padding. The articles are of varying usefulness; do you think you'll need a tidal wave in your campaign, or a volcano? And – though not implying for a second that my esteemed friend Aaron's article is less than excellent – I think it's inappropriate in a permanent rulebook, where the contents should have (as it were) lasting value.

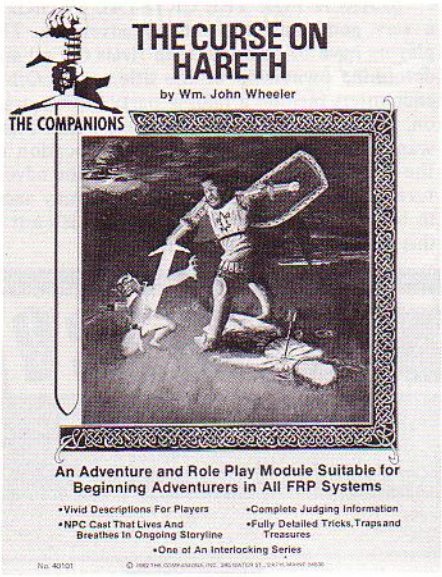
But there's much here of interest, lasting or not. The record sheets alone go a long way toward justifying the price. CHAMPIONS II

is definitely worth having, if not quite indispensible. I look forward to III!

–Allen Varney

THE CURSE ON HARETH (The Companions); $12.95. Designed by Wm. John Wheeler. A universal role-playing module for all FRP systems. One 8½ by 11" looseleaf book, one terrain map, two dungeon maps. Published 1982.

THE CURSE ON HARETH is one of those rare modules that is not only fun to read, but also fun for both the players and gamemaster to play. It is written in generic terms, and while minor changes must be made to fit into whichever game system you are using, overall it works wonderfully. The module is designed as a base of operations for a team of beginning characters. It includes a timeline of events, which lists things that happened before the adventurers arrived in the town and things which will happen while they are adventuring. There is a variety of charts for things such as town encounters, lost and found items, a fight table determining everything from the intensity of the fight to its resolution, a very nice table for determining whether the players have disturbed any of the town's occupants, and the most detailed facts and fictions chart I've ever seen.


THE CURSE ON HARETH
by Wm. John Wheeler
THE COMPANIONS
An Adventure and Role Play Module Suitable for Beginning Adventurers in All FRP Systems
•Vivid Descriptions For Players
•Complete Judging Information
•NPC Cast That Lives And Breathes In Ongoing Storyline
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The module is put together in several sections, each having been carefully worked out and designed with much forethought. Sections include the village, the Hareth manor ruins, a shrine, a meeting with a rather large thieves' band, the Hareth keep ruins, and the thieves' lair. The most interesting area is probably the village; however, the other areas are very worthwhile. Connecting them all is a series of ongoing mysteries across which the characters will stumble, a typical fantasy-type curse, and a sinister, more realistic curse.

As the module is so complex, the gamemaster must familiarize himself with it to a greater extent than most adventure modules require. Other disadvantages are that the front cover art is lousy, and one must supply his own binder in which to keep the scenario.

All things considered, it is well worth the price, especially for a beginning group of characters, although any group should find it enjoyable.

–Kelly Grimes

DAMOCLES (Timeline); $7. Designed by H.N. Voss. One 8½" x 11" 40-page book, 11" x 17" map/folder. For five to nine players; playing time indefinite. Published 1982.

Faithful followers of ***The Morrow Project*** take note: Timeline has released DAMOCLES, its second published scenario for ***TMP***. Unlike the first ***TMP*** adventure, ***Liberation at Riverton***, DAMOCLES is for the experienced or expert player. The scenario is more challenging than its predecessor and will take a lot more thought and investigation than did ***Riverton***. DAMOCLES concerns the mission of a Morrow Recon Team that has been assigned to patrol the Upper Peninsula of Michigan. The team awakens in the dead of the hard northern Michigan winter and thus must face the hardships of bitter cold in addition to all else. Arriving at a local village, the team will hear rumors of "the Thinker in the Hills" – which will lead them to an assault on a still-functioning secret U.S. government installation and the mystery of Project Damocles. As in ***Riverton***, DAMOCLES includes a large map for the Project Director showing the area as it is now, a players' map of the area 150 years earlier, plans and keys to the group's vehicle (in this case, the Commando Scout), descriptions of civilization remaining in the area and its NPC inhabitants, and data on new weapons and equipment, including the Morrow cold weather issue.

DAMOCLES presents an interesting problem to ***Morrow*** players, one in which they will have to do more thinking than shooting (though there'll be some of that involved, too) to survive. One nice point is that the maps and plans of the important structures are all clearly gridded and include a grid scale, something that was missing in ***Riverton***. The detailed stats on the black powder weapons of the villagers and the chain guns of the "opposition's" defenses are welcome, too. And the expanded hit tables for the Commando Scout – plus the extra ideas that can be derived from the scenario – are added selling points even for those who may not wish to run the scenario themselves.

There are few problems to be found in DAMOCLES. I'd personally like to see the general notes on running the adventure fall before the detailed sections on what will be encountered, but this isn't a serious flaw. I'd also have preferred game stats on the various NPCs rather than this being left to the PD to determine, but again this won't be a problem for most PDs. Those who don't own ***Riverton*** may have some problems figuring out the expanded hit tables for the Commando Scout, however, as the explanation on how to use them was omitted.

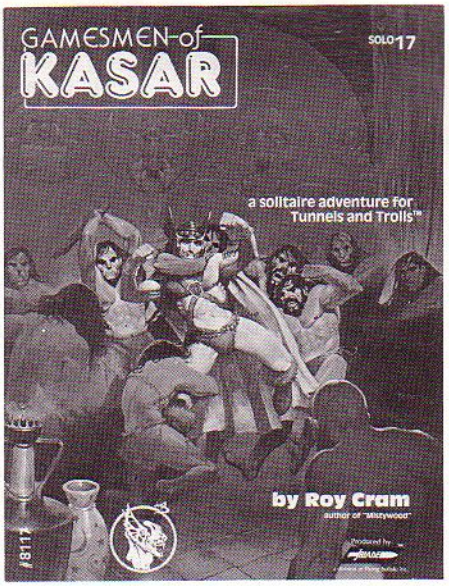
Overall, DAMOCLES is quite well done and should provide quite a bit of gaming enjoyment for ***TMP*** players, whether it is used as a one-shot scenario or as the first in what could be a lengthy campaign.

–William A. Barton

GAMESMEN OF KASAR (Flying Buffalo, Inc.); $6. Designed by Roy Cram, Jr. 35-page solo adventure. Published 1982.

A mysterious merchant from beyond Kasar has entered that city and purchased a building. Soon after, messengers arrive challenging all "to play the Game/Risk your life for wealth and fame," and the emphasis here in the 17th solo adventure from Flying Buffalo is on the word *game*. It is designed for a single warrior, and spells are restricted to when the player has an "intuition" that a spell would work (a magic shield protects the building and warps most attempts at spellcasting).

There is nothing challenging about GAMESMEN OF KASAR. The player's options are



random and limited. If making choices without recourse to logic amuses you, then you can spend many happy hours in this adventure, for the player can choose from six different routes in three rooms – and have at least a one-sixth chance of dying automatically. There are no clues to indicate the right path, and the player must constantly make a variety of saving rolls on his attributes. In the major areas, the player has to deal with the random elements of a slot machine, a roulette wheel, and a cardshark. After a die roll, the player either receives a gift or fights a monster. To be fair, you can talk you way out of trouble in one paragraph – in one graph out of hundreds.

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The physical quality of the solo is excellent and up to Flying Buffalo standards. But in writing GAMESMEN, Cram forgot to include anything to challenge the intellect of the player.

–William Peschel

ORB QUEST (Metagaming); $3.95. Designed by Paul C. Wagner. Adventure for ***The Fantasy Trip***. One 60-page rulebook, 12" x 13" map, one die, and counter sheet, boxed. One to six players; playing time two to three hours. Published 1982.

ORB QUEST is a microquest for ***The Fantasy Trip*** role-playing system, for either group or solitaire play. The quest is touted as a sequel to ***Death Test II*** and subtitled "More thrills in the Thorsz' service." This warning alone should give players an idea of what they are in for if they brave this quest.

Once again, the Thorsz is looking for a few good men and/or women (read this as foolhardy men and women) to accomplish a slightly difficult task. A group of up to four characters is needed to search a wizard's tower and recover one of the missing magical orbs that the original Thorsz used to help found his city-state kingdom. Over the years, several of the orbs have disappeared and are now being used by an unseen wizardly opponent of the Thorsz.

ORB QUEST has several good points, and only a few weaknesses. The map is one of the best I've ever seen in a microquest. Since ***TFT*** uses a hex grid for mapping, most rooms have an awkward appearance, but the tower in ORB QUEST is hexagonally-shaped, which complements the use of megahexes. A further innovation is that the players may leave the tower at any time as long as they don't have the orb in their possession. If players opt to retreat, though, they must forfeit all the experience points they have gained on ORB QUEST. This little twist helps balance out the retreat option rather nicely. Each level in the tower has three possible rooms, which allows for several replays of ORB QUEST. A GM could vary the rooms each time to simulate the Thorsz' efforts to recover all the missing orbs. The opponents and the tactical situations in ORB QUEST are quite challenging, and will test even the most experienced characters.

ORB QUEST is not without its weaknesses. The biggest flaw lies in the system for awarding experience points. For some reason, the designer has returned to the system used in ***Death Test*** of totalling all EPs and dividing them equally among the players. This is a step backwards in the development of ***TFT***.

Overall, I have to give ORB QUEST an A- rating. The problems are easily corrected, and the quest's difficulty should keep even experienced players on their toes.

–Edwin J. Rotondaro

THE PLATEAU CAPITAL OF EVIL (Entertainment Concepts); $3. Designed by Jim Dutton. Universal RPG adventure. 10-page booklet, referee and players' map, and random encounter table. For seven to eleven players; playing time indefinite. Published 1982.

THE PLATEAU CAPITAL OF EVIL is a fairly universal adventure for non-technological RPGs. The background and rationale for the adventure are very good. In this adventure, the players do not know which evil is about to take place, only that they must stop it. The adventure has 15 dangerous encounters plus many random ones, which range through a hermit, a wily dragon, demons, and a talk with a god. There are also three deadly traps and two new magic items.

This adventure has many strong features. It is exciting and well-balanced, for intelligent players and strong characters. Although there are many encounters, you will die quickly if you treat it as only a simple hack-and-slash adventure. Many players will find this adventure a little different from most adventures for sale.

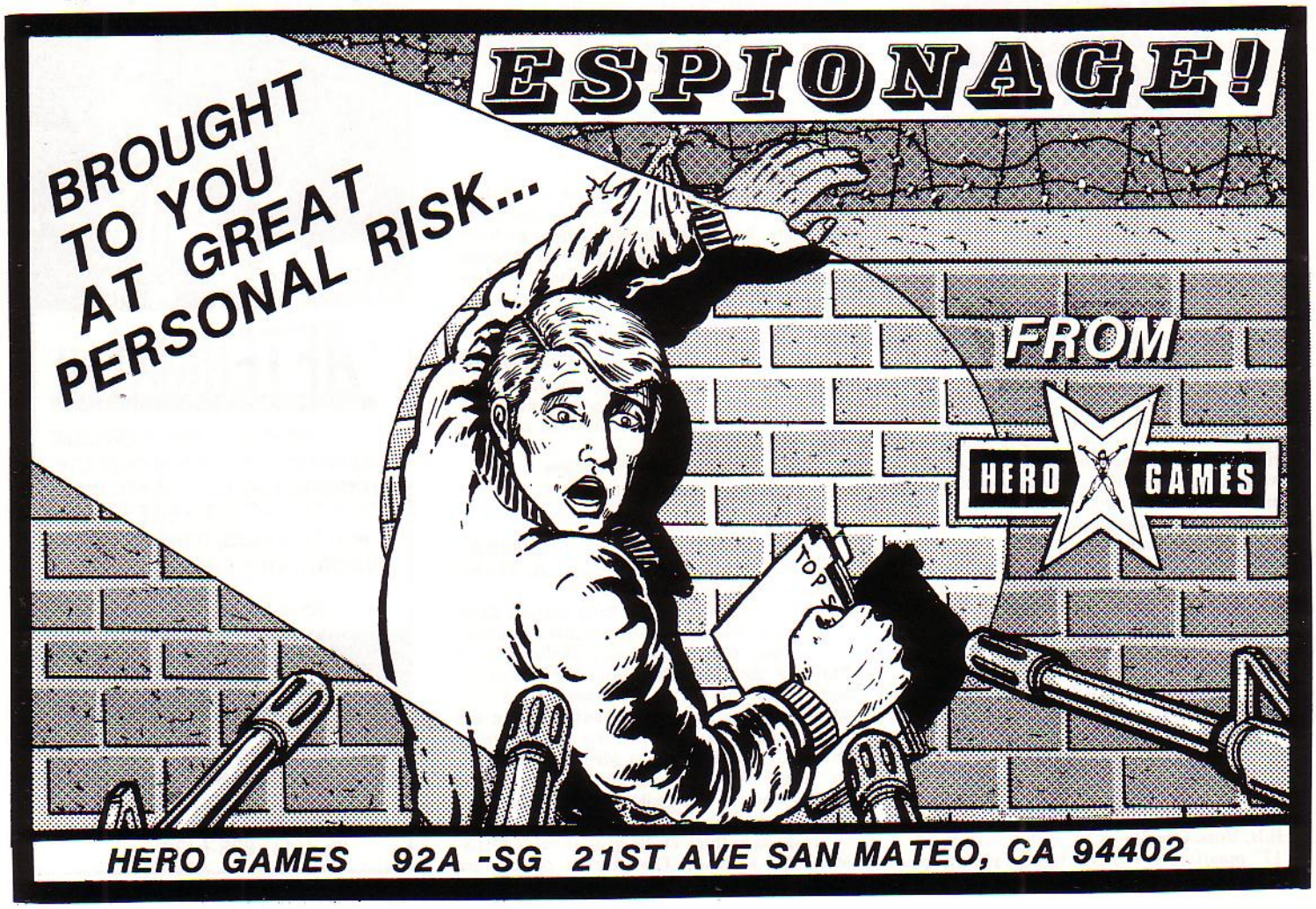
However, this is for the GM who doesn't mind rolling up his own NPCs – because he'll have to, though a good idea of how powerful to make the NPCs is provided. Also, because of the generic nature of the adventure, the GM will have to determine the power of the magic items and monsters. This adventure is for fairly high-level adventurers.

I think it is a very worthwhile adventure for the GM who doesn't mind creating his own NPCs, magical item strengths, and monsters. PLATEAU costs only $3.00. It is worth it.

–Thearin R. Wendel

SEARCH FOR THE CRYSTAL SWORD (Entertainment Concepts); $3. Designed by Jim Dutton. Third ***Silverdawn*** adventure. Universal RPG adventure. 14-page booklet, referee and players' map, random encounter table. Two or more players; playing time indefinite. Published 1982.

SEARCH FOR THE CRYSTAL SWORD is a very good universal fantasy adventure. The players have to compete with rivals to find and determine ownership of the title sword. Other encounters include a raiding party, a wily dragon, a ghost, a guardian, a strange hermit, and wandering highwaymen. Upon the location of the sword, the real surprises start – the adventure is not over. At first glance, this may seem to be a hack-and-slash adventure, but it's not – this is an intelligent adventure.



This module is very well explained and designed. Many encounters encourage thinking over acting. There are also some very sneaky surprises contained in the adventure. The rationale for the quest is plausible. The area displayed on the judge's map is large enough to allow many other adventures.

The scenario, though, is only for the GM who can take a basic plan and create a campaign. The GM must roll his own NPCs and decide the potency of magical items and encounters. The GM must also be creative and like to work on his adventures to develop this one to the fullest.

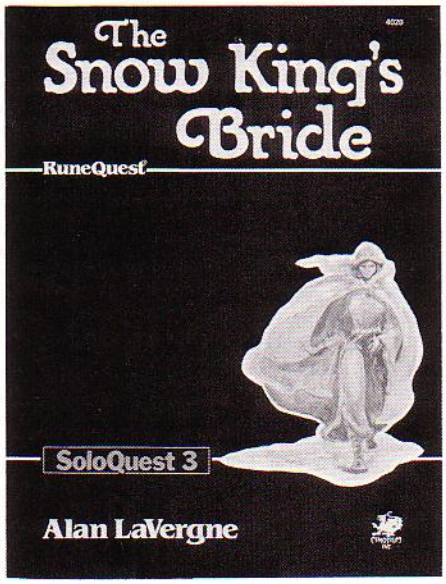
This module has very few weak points. If you like working and adding to any module, you will appreciate this adventure. I do recommend it for the cost of only $3.00.

–Thearin R. Wendel

THE SNOW KING'S BRIDE (Chaosium); $6. Designed by Alan LaVergen. 46-page solo ***RuneQuest*** adventure. Published 1982.

In the third of Chaosium's ***SoloQuest*** series, the player must accompany Brunhild the Boisterous – "a healthy, large-sized Viking lass, assembled along generous lines" – through rugged mountainous terrain to her husband-to-be in Valahalavalla. Along the way are a variety of encounters which are humorous, dangerous, and profitable. LaVergen delights in puns, both with a Nordic twist such as Valahalavalla and Lummox Low-Key, and more esoteric types (including a reference to Voltaire's *Candide* – very strange).

This is an entertaining module that combines an interesting scenario with fine descriptions of the characters and the scenery. There are plenty of scene-setting paragraphs that give the feeling



of reading a novel, and the freshness can be maintained if you use only a few encounters for each run. The scenario could also be played with a group after the GM runs himself through it.

There are a few minor faults with THE SNOW KING'S BRIDE. An option in one paragraph is misnumbered and, while the layout and typography are fine, the black cover reflects fingerprint smudges. Also, Brunhild's character weakens as the adventure rolls along. She is supposed to be a problem (none of the men in Vitfjord would agree to the escort job), but little happens along the way to given an indication of why that is so.

But these are niggling faults; THE SNOW KING'S BRIDE is a worthwhile investment for those who want a solo adventure.

–William Peschel

SPELL LAW (Iron Crown Enterprises); $17.50. Designed by Peter Fenlon, S. Charlton, and Terry Amthor. Four 24-page books and eight parchment charts, boxed. Published 1981.

SPELL LAW is a complete spell system for any RPG. Unlike ***Arms Law*** and ***Claw Law***, SPELL LAW can be adapted to games other than ***AD&D*** easily. Magic is divided into three separate realms: Channeling, Essence, and Mentalism. To each realm is devoted an entire book, which is filled with spell lists for various classes. The other book is a set of guidelines for using the spells (of which there are over 2,000). Twelve "true" spell-users are defined within this system, along with three "semi" spell-user classes. Each class has its own special set of lists which any spell-user of that realm can use. Furthermore, there are separate attack tables for such spells as fireballs and shockbolts, along with critical hit charts for fire, electricity, etc. There are also saving-throw tables and spell-fumble tables. This is a *complete* system (it had better be, for seventeen bucks).

SPELL LAW is probably the best spell system around. Every spell possibly in existence is in SPELL LAW. Everything is fully explained and well-written. Even the artwork is fairly nice, and the typesetting is attractive. This work will allow infinite variety for any serious RPGer.

One thing which might upset you after you have bought it is the length of the spell descriptions. The average description is about 25 words long, and many spells are merely simple varia-

tions of each other. This doesn't affect play in any way, but I expected more. Each spell is usually followed by a long string of abbreviations, which will take time to memorize. The alternative to memorization is page-flipping. Another problem: It's hard to use the critical hits unless you also have ***Arms Law*** and ***Claw Law.***

If you have both of these, then I suggest you go ahead and buy SPELL LAW.

–Richard Wolfe, Jr.

STARSILVER TREK (Judges Guild); $7. Designed by Diane Mortimer and Bill Pixley. 48-page referee's (oops, sorry, *judge's*) booklet. Five to seven players; playing time five to ten play sessions. Published 1982.

An approved supplement for ***DragonQuest,*** this adventure allows a party of dwarves to visit the ***Frontiers of Alusia*** (where few dwarves live) on a dwarven quest. An off-map dwarven culture is presupposed, giving the party its motivation and its competition. Various sections of Alusia through which the trek will go are detailed.

A new skill (Prospector) is provided. ***DQ*** needs more skills, so this is a bonus . . . even if the skill is uninspiring. Extensive playing time is the real bonus from this adventure. STARSILVER TREK provides a lot of play for very little GM effort (I trust you'll use all the time you save to plan a real humdinger of an adventure to follow this one). Besides that, Alusia needs filling out, and SPI never seemed interested in doing it.

Part of the area filled out overlaps with the sea voyage from ***Magebird Quest,*** another JG ***DQ*** adventure. (If it comes to a choice, take ***Magebird.***) But that is really a trivial part of the trek. The real problems here are tone and adaptability. Serious fantasists may find the SF tone of the blinking buttons and radioactive manna a little too much to take. Fitting this into a campaign will not prove easy, considering its dwarves in a non-dwarf environment, its reliance on a skill which your adventurers probably don't have yet, and its assumptions about the party's history.

All of which is not to say the adventure's not recommended just because it's ordinary. ***DQ*** could use more ordinary adventures just as ***Alusia*** could use the detail provided here. Even if you never run the particular quest described here, even if you never have a dwarf in your party, the old grouch who hates other players saying "Beam me up, Scotty" during a *fantasy* adventure is the only one who'll not have fun with these encounters.

–David McCorkhill

SUNDAY DRIVERS (Steve Jackson Games); $5. Designed by Aaron Allston and Stefan Jones. Supplement for ***Car Wars.*** 24-page rulebook, two 21" x 32" map sections, counter sheet with 160 counters, ziplock bag for counters, plastic Pocket Box. Two or more players, referee recommended; playing time infinite. Published 1982; some material published in *The Space Gamer* issues 49 and 50.

SUNDAY DRIVERS is SJ Games' successful attempt to present ***Car Wars*** urban combat. A small town, Midville, is beset by warring factions of duellists, a pedestrian defense group, a cycle gang, and the law (which tries to remain neutral). A map of the central business district provides the setting, a battleground of streets dominated by buildings. Rules for internal building movement, elevation, line-of-sight, and building damage enable the gamer to use any building, even create his own. New equipment for the undergunned pedestrians, such as a portable recoilless rifle and suggestions for traps made of household objects, make the contest between man and machine a bit more even. Vehicles are also provided with some new gear and rules designed especially for anti-personnel use. The scenarios pit the pedestrians vs. the duellists, and the townspeople vs. the cyclists. Variants include expanding the map, allowing "civilian" vehicles, and substituting a National Guard platoon for the townspeople, assisted by an Urban Assault Vehicle.

SUNDAY DRIVERS is extremely well done. The physical quality is excellent, especially the counters by Denis Loubet. The game provides a situation on a scale and scope greater than your average ***Car Wars*** tournament. The new rules open a new dimension to the future-world of ***Car Wars,*** making all sorts of scenarios (bank robbery, shooting up the town, Saturday night "drag-duels," etc.) possible.

Unfortunately, playing a full scenario of SUNDAY DRIVERS, especially the cycle attack, will require tremendous amounts of time

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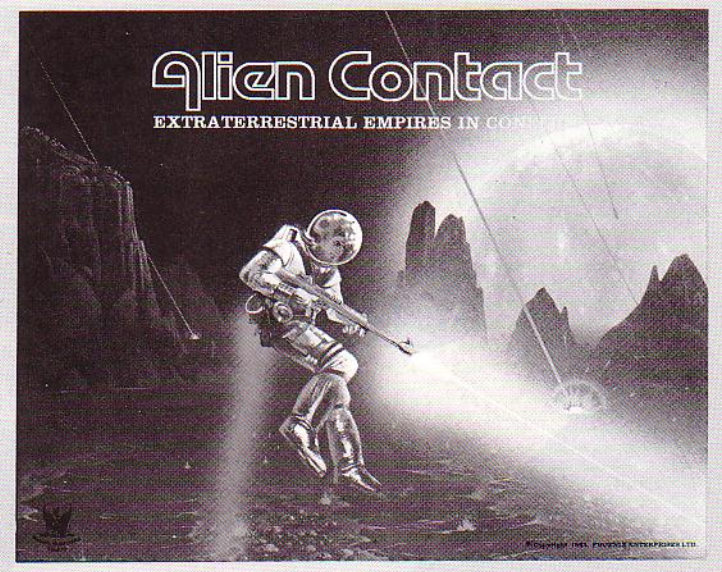

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and record-keeping. It is not an undertaking to be considered lightly.

Car Wars enthusiasts: If all you want is arena and road combat, don't bother to get SUNDAY DRIVERS. However, if you want to go beyond the arena, this game is worth the $5 – and much more.

–Craig Sheeley

MINIATURES

FANTASY LORDS and FANTASY MONSTERS (Pinnacle Products); $11. Boxed sets, each with eleven 25 mm metal figures, eight colors of water-based paint, two plastic trays, brush, and instructions. Released 1982.

When I first saw these sets I was unimpressed; it looked like another "put a few figures in a box and sell them for twice what they're worth" gimmick. I changed my mind the moment I opened the box. For the beginning figure collector – the market at which these are aimed – these sets are excellent. Even for the experienced collector, who will have little use for the paints and instructions, the figures are well worth the price of the set.

The figures are well detailed and nicely cast; I found very little flash. They're large for 25 mm, but not *too* large. (Actually, 25 mm is my own interpretation; the scale appears nowhere on the box.) Both the LORDS and MONSTERS sets have a nice range of figure sizes; the Barbarian, for instance, stands head and shoulders over the Ninja. Most of the beasties in the MONSTERS set are original and interesting; the LORDS lean more toward stock figures, but at least the human figures include a good assortment of types, and some (especially the Vizier) are unlike anything I have seen elsewhere.

The painting instructions would be very good for any beginner; they include instructions for underpainting, dry-brushing, and "wash" techniques, and even color pictures of each finished miniature! The water-based paint is not what I am accustomed to, but it mixes well and adheres better than my enamels – I'm going to experiment with it further!

My only complaints are small ones. The brush supplied with the set is *much* too large to do justice to the figures' detail, especially if wielded by a beginner. The design of the figures makes it almost impossible to reposition arms and legs, should this be desired. And the name of Grenadier Models (which owns Pinnacle Products) appears nowhere in the set. This stuff is *good*, guys – why not take credit for it?

Recommended, especially as a gift for a friend whom you'd like to start in the miniatures hobby.

–Steve Jackson

PUBLICATIONS

NEXUS: The Gaming Connection (Task Force Games); $2.50 per issue or $10 for a one-year subscription. 40 pages per issue plus covers. Each issue contains a featured game article, reviews, varied departments, miscellaneous articles, and a Star Fleet Universe section. Published bi-monthly.

NEXUS magazine is billed as Task Force Games' link to the gaming public. Included in every issue are new scenarios for certain featured Task Force games, as well as hints on strategy and tactics. The core of this magazine (about eight pages per issue) is the Star Fleet Universe section. Included in every issue, this section deals with *Star Fleet Battles* and provides new scenarios, products in development and, occasionally, new SSD sheets for new ships or for ships that don't have them.

NEXUS provides an excellent service to purchasers of Task Force products. Well thought-out scenarios and good tactical advice make NEXUS very enjoyable to read for the Task Force Games enthusiast. The *Star Fleet Battles* section provides an excellent service to players of that game.

As to its bad points, I must say that there are quite a few. Every issue has been two months late (I received my April-May issue in June, for example). Aside from the front and back covers, there is no color at all inside the magazine. Reviews are done for both Task Force products as well as other gaming company's products. However, nothing detrimental has been printed about any Task Force product in these reviews (every game has its faults).

NEXUS is what is generally termed as a "house organ." If you are a Task Force gamer, you will find that the good points outweigh the bad points, and you will probably enjoy NEXUS. *Star Fleet Battles* players will definitely get their money's worth with this magazine. Needless to say, if you don't play Task Force games, this publication isn't for you.

–Jerry Silbermann

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SCANNER: NEWS FROM THE WORLD OF ADVENTURE GAMING

Chaosium to Sell *RuneQuest*

Chaosium, Inc. is currently conducting negotiations to sell ***RuneQuest***, the company's flagship game title, to Avalon Hill.

Negotiations have not yet closed, but ***RuneQuest*** co-designer Steve Perrin says the negotiators are "working on it and are *very* close" to reaching an agreement.

According to Perrin, Chaosium would retain all its other Basic Role-Playing titles (such as ***Stormbringer***, ***Call of Cthulhu***, and ***Superworld***), producing those with Chaosium facilities, while still creating ***RuneQuest*** material for sale through the Avalon Hill distribution network – "We provide the design facilities and Avalon Hill does the distribution," explained Perrin.

"These negotiations are under way," confirmed Avalon Hill's Tom Shaw, "but nothing has been signed." Shaw noted that, if the deal does go through, AH will not begin marketing ***RuneQuest*** until next year. Avalon Hill's projected fantasy RPG, ***Powers & Perils***, will not be shelved. "We would still proceed with that project," stated Shaw, "but we perceive that ***Powers & Perils*** appeals to a different market [than ***RuneQuest***]." Shaw places the ***P&P*** complexity level at midway between ***RuneQuest*** and ***Dungeons & Dragons.***

New & Upcoming Releases

Norton Games has released a new space fantasy role-playing game called ***Cassiopeian Empire***. This game will retail for $9.50. Dealers are encouraged to contact Norton Games for further information.

Star Fleet Battles players needing information on Lyran Order of Battle and the layout of the Lyran Empire can get this infomration free by sending an SASE to Amarillo Design Bureau, P.O. Box 3012, Amarillo, TX 79106.

SSI has released two new computer wargames: ***Bomb Alley*** is a simulation of the Mediterranean campaign of the summer of 1942, centering on the island of Malta and its strategic role. The second game, ***Fighter Command***, recreates the Battle of Britain. Both are $59.95 for the Apple II with Applesoft ROM card, Apple II Plus, or Apple III.

Entertainment Concepts, Inc., offers six RPG modulettes and a ***Silverdawn*** map/guide. The modulettes are generic, run eight to ten pages, and include all maps and tables necessary for play. Three are campaign aids ($2.50 by mail from ECI) and the other three are specific adventures ($3.50). All six can be adapted to any FRP. ECI also offers ***The World of Silverdawn*** ($6.50), a four-color map with an accompanying geo-political guide, and the ***Silverdawn Anniversary Adventure***, with the adventures of Kaldarius the Mage ($4.50). Also new for the ***Silverdawn*** adventure world is ***The Village of Peddler's Ferry*** campaign modulette.

Microcomputer Games, a division of Avalon Hill, has released several new games, including ***Vorrak***, ***The Alien***, ***Gypsy***, ***Flying Ace***, ***Computer Facts in Five***, and ***Space Station Zulu*** – all are available for new machines, as well. New April releases will include ***Paris in Danger*** (historical) and ***S.C.I.M.M.A.R.S.*** (science fiction).

Nova has released ***Battle for the Factories***, from ***Streets of Stalingrad***. They plan to have the "Early Planes" ***Ace of Aces*** books ready for Origins, and a swordfighting "book game" in August.

Ral Partha displayed a number of new figures at January's HIA show. Especially notable were several new additions to the siege engine line produced by their Canadian affiliate RAFM; an enormous 25mm "Dwarf Riding War Eagle"; and a wide assortment of new heroes and monsters in their "All Things Dark and Dangerous" and "Children of the Night" series. Licensed figure sets for ***ElfQuest*** are scheduled for July.

Judges Guild has released ***In Search of Kelandor's Gold*** (RPG adventure, $3.00) and ***Tarantis*** (background book in the CityState series, $14.95).

Fantasy Games Unlimited now has a boxed version of ***Chivalry & Sorcery***. ***Privateers & Gentlemen***, a "fighting sail" RPG, will be out soon. ***Deadly Coins***, a ***Daredevils*** adventure, is available now at $5.00.

Task Force returns to the electronic game arena with four Atari programs (16K cassette) set for midyear release, all from their current boardgame line: ***War of the Worlds***, ***Survival***, ***Starfire***, and ***Asteroid Zero-Four***. Also out are two new boardgames, ***City States of Arklyrell*** and ***Boarding Party***, both bagged at $4.95, and several new miniatures in the ***Starline 2000*** (***Star Trek***) series. Task Force has also bought Metagaming's ***Godsfire***.

Steve Jackson Games plans an Origins release date for a supplement combining ***Car Wars*** and Hero Games' ***Champions***.

Convention Calendar

*March 24-27: AGGIECON. SF con. Contact Cepheid Variable, P.O. Box J-1, College Station, TX 77844.

April 8-10: CAROLINA CON. Role-playing and boardgaming con. Contact Wargamers Society of USC, USC Box 80138, Columbia, SC 29208.

April 15-17: VIKING CON FOUR. SF and fantasy con. Contact SFFC, VU 202, Western Washington University, Bellingham, WA 98225.

April 16: UTHERCON 83. Gaming con. For information contact David Nalle, 610 West 30th St. No. 211, Austin, TX 78705.

April 16-17: OSCON '83. SF and gaming con. Contact OSU Wargamers, 700 West Scott No. 321, Stillwater, OK 74074.

April 22-24: CONTRETEMPS 2. Gaming and SF con. Send SASE to Contretemps, P.O. Box 12422, Omaha, NE 68112.

April 23: COLUMBIA WIZARDCON. SF and gaming con. Contact Brad Lewis, 902 Furnald Hall, Columbia University, New York, NY 10027.

*April 29-May 1: TREASURE-CON I. SF and gaming con. Contact Treasure-Con I, 306 4th Avenue, Laurel, MT 59044.

April 29-May 1: TRI-STATE CON '83. Gaming con. For information contact Cincinnati Adventure Gamers, 11020 Reading Road, Suite 175, Sharonville, OH 45241, phone 513 / 984-8011.

May 20-22: CWI CON '83. Historical and fantasy gaming con. Contact Chicago Wargaming Inc., P.O. Box 217, Tinley Park, IL 60477.

May 27-29: SWAMPCON-4. SF con. Send SASE to BRSFL-SwampCon, P.O. Box 14238, Baton Rouge, LA 70898.

May 27-29: CONQUEST IV+10. SF con. For information contact ConQuest IV+10, P.O. Box 36212, Kansas City, MO 64111.

May 29: M.I.G.S. IV. A free day of wargaming. Contact Len Scanlan, 473 Upper Wentworth Street, Hamilton, Ontario, Canada L9A 4T6.

June 3-5: WARGAMER'S WEEKEND. Gaming con. Contact Chris' Game and Hobby Shop, 1 Hales Court, Newburyport, MA 01950.

June 10-12: X-CON 7. SF and gaming con. For information, contact X-Con, P.O. Box 7, Milwaukee, WI 53201-0007.

June 17-19: GENGHIS CON V. Gaming con. Contact Denver Gamers Association, P.O. Box 2945, Littleton, CO 80161, phone 303/798-1404.

June 24-26: POLYCON '83. Gaming con. For information contact Society of Wizards and Warriors, P.O. Box 168, Julian A. McPhee U.U. Cal Poly, San Luis Obispo, CA 93407.

June 24-26: EASTCON. SF and gaming con. Send SASE to: EastCon, Box 139, Middletown, NJ 07748.

*July 2-4: TEXCON: 1983. Gaming con. Send SASE to David Ladyman, 8028 Gessner No. 1805, Austin, TX 78753.

*July 14-17: ORIGINS '83. Adventure gaming con. Contact MDG, Origins Events / Info, P.O. Box 656, Wyandotte, MI 48192.

July 15-17: OKON '83 / FILKCON EAST '83. SF cons. Send SASE to P.O. Box 4229, Tulsa, OK 74104.

August 5-7: OMACON 3. SF and gaming con. Contact OmaCon 3, 2518 South 167th Street, Omaha, NE 68130.

SJ GAMES and TSG will be attending the conventions marked above with asterisks.

News Briefs

Reward for Stolen Miniatures Offered

Ral Partha is offering a reward for the return of 400-500 painted Renaissance display figures recently stolen from their factory in Cincinnati. Anyone with information should contact Rich Smethurst at 513 / 631-7335.

GDW Announces New Publication

Game Designers' Workshop announced a new publication in January. *The Workshop Newsletter* is aimed at supplying gamers with current information on new and upcoming games, and passing along news of other GDW products. The newsletter is expected to appear ten to twelve times a year. No subscriptions will be accepted and no mailing list will be maintained, but the current issue is always available for a stamped, self-addressed envelope from Game Designers' Workshop, P.O. Box 1646, Bloomington, IL 61701.

Adventure Publisher Moves

Midkemia Press, publishers of fantasy role-playing adventures, has moved. Their new address is 2691 Murray Ridge Road, San Diego, CA 92132, 619 / 576-0872.

***Game Merchant* Folds**

Game Merchant magazine has ceased publication with its 15th issue. "Economics are bad and we decided that we had to fold," stated publisher Alex Marciniszyn. The magazine, a bi-monthly newsprint publication, featured advertisements and industry news throughout its publication history.

SCANNER CLASSIFIEDS

Scanner Classifieds are available to individuals (not to companies). $5 per insertion; limit 20 words or four lines.

Star Fleet Battles Players: It's time to form a correspondence club. Please write to Jerry Silbermann, R.D. 8, Box 172, Allentown, PA 18104.

PBM Update

PBM Update reports on professionally-moderated play-by-mail games. Notices are monthly. Copy deadline is 60 days previous to the first of the month, for the issue in which the notice is to appear. (Deadline for the June issue is April 1.) All copy should be typed and double-spaced. Notices should not exceed 200 words in length. TSG reserves the right to edit copy as necessary.

Schubel & Son

The Tribes of Crane:

Crane I: Reports of large scale fighting between the Rainbow Empire and the Federation of City States along with their various Grand Union allies have circulated recently. Early fighting occurred when several Rainbow Empire forces were ambushed and destroyed. The R.E. leadership responded by ordering a tremendous war fleet of over 5,000 ships assembled in the Great Southern Sea. The R.E. Sweet Water People, the Janizary People, and the Federation Home Army 14 were destroyed (over 20,000 warriors in all!) in the climactic sea battle that followed. The Federation is expected to respond by laying siege to the R.E.'s newly completed city of Cel.

Crane II: The leadership of Kinglord Sauron has at last been overthrown in the Cult city of Alexis. After many months of open rebellion against the unpopular leader, rebel forces, with the aid of the Halton Factor, were at last able to storm the city palace and gain control of the city. The appointment of the new Cult Viceroy, Belladona, is expected to greatly improve Cult influence. From her secret base in eastern Crane, Belladona is rumored to be actively recruiting new members and assembling powerful armies.

Star Venture:

To combat the ever-growing problem of pirates that currently plague the galaxy, a new organization has formed: the Merchants' Guild. The Merchants' Guild was formed to trade information concerning trade runs and local pirate activity.

StarMaster:

In the Central Galaxy several advanced races have at last discovered The Tomb of Rahm Lu P'tahh – the second of the eight wonders of the universe. Rahm Lu P'tahh was a powerful Pikan that once ruled over half the Central Galaxy. After centuries of life, Rahm Lu P'tahh ordered his fellow Pikans to bring millions of slaves to his carefully chosen world to construct a tremendous mausoleum to house his remains and the countless works of art and science stolen from hundreds of worlds. His chosen world is a Class II, desert world, inhabited by only the most primitive life forms. Rising out of the burning sands stands a thousand-foot-tall statue of a robed Pikan, an enormous birdlike creature with three heads.

Several races have already attempted to enter the tomb, but each attempt has ended in failure and with the death or destruction of the venturing party. Competition is expected to be fierce for the treasure as word spreads of its location. The Tomb of Rahm Lu P'tahh is said

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to contain millions of EUs in stolen artwork and numerous Pikan artifacts.

Duane Wilcoxson

Clemens & Associates

Universe II:

Quadrant I: The massive battles for control of the economic centers continue. Asterion has fallen to the Ixtli forces and their pirate mercenaries. All UES Knights are urged to coordinate their activities.

Quadrant II: The largest concentration of UES forces is in the Subra and Ras Elased area. Several major starship alliances are still uncommitted.

Quadrant III: Territorial boundaries seem to have been reestablished. No major conflicts are occurring between neighboring alliances.

Quadrant IV: The powerful Triad organization has joined the UES. Triad is spreading its influence into new areas.

Regajian Empire: RSS commanders are finding it necessary to engage Ixtli starships whenever they can be found. The renewed aggressiveness of the Ixtli is causing considerable turmoil in most areas.

Ixtli Empire: Another victory for the warbirds of the LOC alliance. Asterion has fallen to the attack led by the commander of IXV/LOC *Hawk*.

Muar Empire: The growing number of MSS ships are being kept busy chasing the many intruders sent by the Etuel.

Terra II:

It is Spring, 937, and the weary tribes are finally on the move. The weather has improved, resulting in greater mobility.

North of the city of Diwal, in the central plateau, two of the struggling tribes met in combat. Both leaders were wise enough to call off the battle after the first attack. Even so, the warriors they lost will be sorely missed this year.

Far to the west, several tribes have had their movement blocked by a massive mountain range. They have spent weeks searching for a pass through the rocky crags.

Jon Clemens

Adventures By Mail

Company News: In order to meet the demand generated by our newest game, ***Warboid World***, we have purchased another microcomputer system. In addition, we've acquired yet another high-speed printer to be used in processing ***Beyond the Stellar Empire***. The new computer is compatible with our existing computers, enabling us to interface it to our 20-megabyte hard drive. This gives us five complete computers attached to a common data base.

Adventures By Mail continues to seek outside designers for PBM games. If you have designed a PBM game and are looking for a company to moderate it for you, write for a copy of our release form. Please don't send us game designs without obtaining the release form first.

Beyond The Stellar Empire:

The long-expected GTT/SMS conflict erupted when SMS forces temporarily seized control of GTT Vallia. GTT reinforcements recovered the colony quickly, but further conflicts are expected shortly in the area.

The ISP penal colony Coupville was taken over by an inmate revolt. The convicts destroyed the ISP Light Cruiser *Shadow* when it arrived to put down the rebellion. The IAN and ISP are arranging a joint operation to recover the colony. Rumors persist that the late-governor Jessup of Coupville belonted to the pirate group RIP and was using the colony for his personal advancement. Jessup's rapid departure from Coupville seemed to have triggered the inmate revolt.

The Flagritz aliens have reportedly attacked human ships in the Zarathrusta System. The IAN React Force, under the IAN *Far Cry*, has been dispatched to the area to investigate.

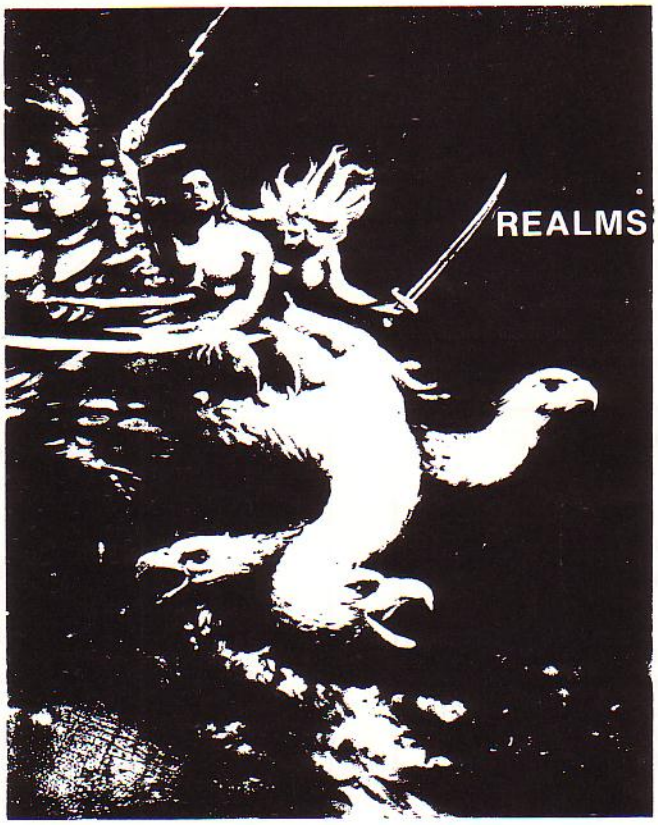
Exploration of the transhole systems is proceeding at a brisk pace by the Imperials, WCE and SMS. Several intelligent races have reportedly been discovered in this area. Governors and Coordinators from several companies are pondering the political and legal aspects of the transhole systems as communications between them and the Capellan Periphery seem impossible by most normal means.

An Imperial ground party operating from the IAN *Acme Sun* has destroyed a secret RIP base hidden on the planet Tau Latia in the Bohr System. Prisoners were taken and the Imperials hope that intensive interrogation will reveal useful information concerning RIP activities.

Warboid World:

All active players of ***Beyond the Stellar Empire*** received free copies of ***Warboid World*** rules. This was done in appreciation of the confidence they have shown in us over the past two years.

Robert Cook, Jack B. Everitt, Michael Popolizio, Steve Hasen, Martha Perry



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Padrian of Bollinger may have set off a new round of confrontations between the Dark Federation and the Christian Lords, by giving shelter to an alchemist who managed to escape from the Federation. Paladrin's own forces destroyed the party sent to recover the alchemist, and he actually had the nerve to ransom captives back to the Dark Federation.

Rumor has it that King Constatine is ill again, giving rise to speculation about the future of the House of Pendragon should he die. Many are suspicious of the highly-unusual winter training exercises being prepared by the Duke of York at this time. Meanwhile, several realms are taking advantage of the Duke's gold to strengthen their own forces.

Norse longships continue to bring peaceful settlers to the northeast coast. There has been at least one sea battle between Norse sailors and Shark Folk, at Thurrock.

Valonbray has announced the opening of a new school for warriors.

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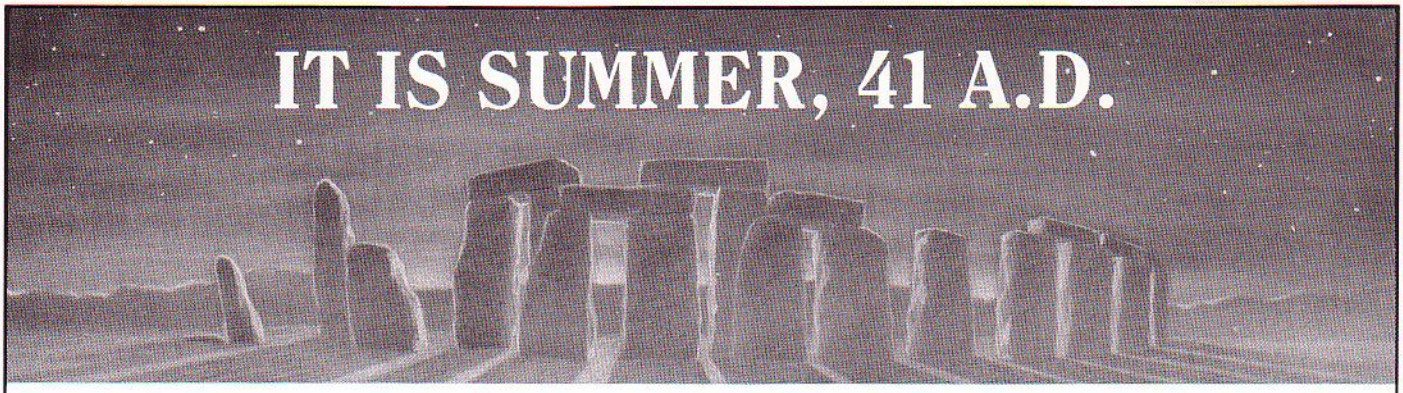

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